

Light and Dark

A One-Round *STAR WARS*® Adventure

By Lee Pickler

In a distant corner of the Galaxy, hidden behind a nearly impenetrable nebula, lies an ancient Sith temple. And Thaum Rysstra. Now you must stop him before he can unleash the terror of the Sith on the Galaxy. The conclusion of the *Child of Light* saga. An adventure for high-level heroes (characters provided).

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Light and Dark is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. Pre-generated characters are included with this scenario. *Gamemaster characters stats are located at the end of the scenario.*

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Pass out the player characters based on class, gender, and/or race. Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described below. When they have prepared their characters, you may continue with the game.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing

their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help players visualize what is going on. More than anything else, have fun.

NOTE: The Force adept, Sha'lia, and the Trandoshan pilot, Goort, are designed to be played together. If you remove one, you should remove the other, or play the second as a NPC. Also, Maric Tovar plays an important role in this adventure. If no one plays him, he must be run as a NPC.

The provided characters have interactions and notes about each other on the character sheets.

Note: This adventure has been written with high-level play in mind. The heroic characters are all of 15th level, and the main antagonists are higher level than that (Thaum Rystra is 18th level and Valik Kodank is 20th). It is imperative that you as the GM read through and understand the scenario, the rules and the characters (player and non).

Gamemaster Background

Millennia ago, during the height of the Sith Empire (as detailed in Dark Horse Comic's *Golden Age of the Sith* series), Valik Kodank was consort to a minor Sith Lord named Janton Belos. She was very intelligent, and a quick learner of the Sith arts. Her master taught her the ways of the Sith, seeking to keep her happy and interested in him. What he did not know was Valik was putting together her own sect of followers without his knowledge. And he never realized the power she had gained.

Valik began secretly diverting resources to build an immense temple far away from prying eyes. She used her guile to bring another minor Lord in on the project. The Sith Empire began to collapse on itself about this time. Between fighting amongst each other and an aggressive war against the Jedi and Republic, the Sith took heavy losses and crumbled.

Valik fled with her secret “love” in a captured Sith starship that possessed several powerful artifacts. Arriving at the temple’s construction site, the pair found the temple ready for use.

Valik wanted the temple placed where no one could get to it—in the middle of the systems only sun. The Sith artifacts were removed from the ship and placed in a central chamber where they would move the temple into the sun. Neither of the Sith understood the power of the artifacts, or the consequences of using them.

Valik and her companion activated the artifacts. Unfortunately, the artifacts “took over” and placed the temple deep within an asteroid that had a wide orbit of the sun. Plus, all of Valik’s followers and her lover died in the process.

Valik awoke to find herself insubstantial in form, a dark side spirit. She could not affect anything physically, only float around her temple. This was payment for such power. In her mind, Valik could hear the dark side mocking her, reveling in her helplessness and feeding off her emotions. In the millennia since then, Valik has been trying to establish contact with just the right being. Someone she could manipulate into bringing her back to from the “dead” and giving her a physical form.

That someone proved to be a Force-sensitive human with the Rebel Alliance named Thaum Rysstra. He wanted so badly to learn the ways of the Force and help restore the Jedi. But the Force would not come easily to him. In fact, only when he was full of emotion did the Force answer his call.

Thaum wanted desperately to find a way to defeat the Empire. The whisperings of Valik in his mind promised those dreams would be fulfilled. He only had to find her and help her. Then Thaum would have all the knowledge he needed to bring this “Empire” to its knees.

And so Thaum Rysstra joined forces with the spirit of Valik Kodank. He has since been following her instructions, collecting what she needs to return to the Galaxy.

The first part of this story, *Child of Light*, dealt with Thaum trying to acquire a child who had a unique connection with the Force. Thwarted by the

characters, he returned to Valik empty-handed and suffered her wrath.

In part two of the trilogy, *Soulsaber*, Thaum sought a legendary dark side weapon known simply as the Soulsaber. This powerful device was as much a piece of the dark side as it was a weapon. Forged long ago by a rogue dark Jedi, the Soulsaber sought to corrupt not only the wielder, but also anyone its blade touched. In a climactic confrontation, the characters succeeded in rescuing the Child of Light. However, Thaum escaped with the Soulsaber and returned to his ghostly mistress.

Thus begins the final chapter of the saga. Just over three years have passed since Thaum escaped with the Soulsaber. The Empire has fallen, and the New Republic battles Imperial remnants across the Galaxy. At Valik’s direction, Thaum has grown in power and is close to finding a way to bring her back.

The Sith spirit wishes to have a unique vessel to occupy. Thaum informed her about his antagonists and, specifically, Sha’lia. Valik decided that the Twi’lek would be an excellent host for her spirit. She set plans in motion that would reveal the location of her base to the characters, thus bringing Sha’lia to her.

Valik has also had Thaum conducting research that will allow her to permanently occupy Sha’lia’s body and not have to worry about the Twi’lek’s spirit gaining it back.

To lure the characters to the Sith temple, Thaum has been instructing beings in his employ to “cautiously” plant seeds of information about him and his location.

And now the stalwart heroes have discovered the location of Thaum Rysstra ...

Opening Cutscene

“Are you sure they will find us?” The voice asks from the darkness.

“Yes, my master,” Thaum replies, bowing on one knee. ***“They cannot miss the clues. Everything is proceeding as you predicted.”***

“Good. Make sure our friends are welcomed ... appropriately.”

“As you command, my lady. It shall be done.”

Thaum stands and quickly exits. Within the darkness, a shadow shifts. A smile—the first in millennia—appears on its face.

Yes, exactly as I have foreseen.

End of Cutscene

Episode One: Pirates and Asteroids

A long time ago in a galaxy far, far away ...

The EVIL GALACTIC EMPIRE has fallen. DARTH VADER and the EMPEROR have perished. A NEW REPUBLIC is forming.

Across the Galaxy, the forces of the NEW REPUBLIC chase the Imperial remnants. Along the way, worlds are liberated, oppressed beings are freed.

A small band of Rebel heroes has just renewed a personal mission. They have discovered the hidden base of THAUM RYSTRA, a former Rebel who fell to the dark side. Having ensured that Caeleb, the Child of Light, is safe, they have embarked on a journey to confront THAUM one final time ...

Let each player read their character sheet and look up any information they need to about skills, feats and equipment they have. Answer any questions they may have before continuing.

Note: It is a good idea to take each player aside for a few moments and ask if they have any particular questions about their character. This will allow you to talk to the player of Maric Tovar about his role in this scenario without the other players being able to single him out.

Maric has been in contact and under the sway of Valik Kodank for some time now (unbeknownst to Thaum or Maric's companions). During a brief side-trip to help Republic Intelligence slice an Imperial computer network, the Sith spirit appeared to Maric. She spoke to him of his greatest desires (using the Force and Sha'lia) and promised him great power and Sha'lia's affections if he would bring his companions to her.

For most of the adventure, Maric will not act against the other heroes. In fact, Valik has not revealed to him what will be encountered in the temple, other than Thaum and herself. And even that information is sketchy at best.

Once everyone has had time to get "into character" proceed with the scenario.

The beeping of alarms announces you have arrived at your destination. The trip through the dreaded Tascollan Nebula has gone

without any problems. Well, major ones anyways.

The swirling purple tunnel of hyperspace disappears from view as Goort reverts the ship to realspace. Before you is a vast system. A single bright star sits at its center. A number of planets slowly rotate around it.

The main feature of the system is a gigantic asteroid belt. Chunks of rock, varying widely in size, form a large ring around the yellow star. It is truly astounding.

The system is apparently devoid of any starship traffic. Apparently. No ships can be seen anywhere. Routine sensor scans detect nothing.

However, non-routine sensor scans may detect several pirate ships coming to welcome the characters to the system. Have whoever is at the sensor station roll a DC 25 Computer Use skill check to discover the 4 snubfighter-size craft zipping out of the asteroid belt on an intercept vector.

If successful, read (or paraphrase) the following:

Four ships, small enough to be snubfighters, are exiting the asteroid belt and closing in on the Celestial Dancer. Analyzing their route, it appears they are indeed on an intercept vector.

A second scan (DC 20 Computer Use) will reveal that the approaching ship's weapons are "hot." It also tells the characters what type of vessels they are facing: 1 Y-wing, 1 X-wing, and 2 CloakShapes.

As they vessels reach Long range they split into two pairs. The X- and Y-wing stay together, while the two Cloakshape form their own attack team. (Stats are located in GM Aid #1.)

Should the characters further scan the pirate ships, they can learn that the CloakShapes have no hyperdrives. This requires a successful DC 20 Computer Use check.

Basic tactics: The X-/Y-wing fighters approach the characters from the front in an attempt to occupy as many of their weapons as possible. They will fire on the characters at first opportunity and fight defensively when necessary.

The two CloakShapes will try and approach from either side or the rear of the character's ship. Until they have a very clear and easy shot, these old, fragile fighters will fly defensively. Their element is easy to break up.

Thaum has sent this group to test the characters, and see how they have grown since their last meeting. This battle should be very short.

Should the pirates see they are easily out-matched, they will attempt to haul jets back to the asteroid. This results in the ships being remotely destroyed by Thaum just before they enter the asteroid field.

The characters may roll a DC 25 Computer Use skill check to determine the general area of the asteroid field the fighters came from (This keeps them from searching every rock in the belt and dying of old age before they find the right one.). If the fighters attempted to flee the combat and get back to their base, lower this check by 5.

As the players approach the asteroid, those that are Force sensitive begin to feel uneasy, and cold. Sort of like the reaction Luke Skywalker had on Dagobah just before he entered the tree.

To exactly locate the correct asteroid, have whomever is at the sensors roll a DC 25 Computer Use check. Alternatively, Sha'lia's player may roll a Farseeing check, DC 20.

Before you floats an enormous asteroid. At just over six kilometers in diameter, it seems to be one of the largest in the belt. Its surface is pitted and scarred from numerous impacts with other asteroids.

You approach the slowly rolling asteroid and look for any sign of Thaum's presence. While there is nothing obvious to the naked eye, the Dancer's sensor finds a small crevice in the surface. It is large enough for a small ship to fly through and runs deep into the asteroid.

The passage through the asteroid is about three kilometers deep. It narrows as it gets deeper into the rock, until opening into a large cavern. The ship's external lights show the cavern to have both natural and being-made features.

While most of the cavern is natural, the far end has been modified artificially. Black stone that seems to absorb light forms the wall, going from side to side and floor to ceiling. One large rectangular opening is cut in the rock's surface. It is high enough, and wide enough, for two or three light freighters to pass through at once.

In fact, a sensor scan shows there are currently three ships in the apparent landing bay. All fit the freighter classification. One does indeed appear to be Thaum Rystra's ship (The characters have encountered his ship before. It is a "flying-wing" shaped MRX-BR.). There is enough room for the *Celestial Dancer* on the bay's left side. (Apparently, there used to be several snubfighters parked here.)

Sensors also show a low level of power in the area. The source cannot be determined. Also, strangely enough, no life forms can be detected. The air is breathable, so no special requirements are needed.

When the characters decide to land (and they will), proceed to Episode Two.

Episode Two: The Temple of Pain

Once the characters leave their ship, they immediately feel the overwhelming presence of the dark side. Even the non-Force sensitive members of the party have the "hair-raising-on-the-back-of-the-neck" feeling and are uncomfortable.

The Temple of Pain is a minor dark side site. This means that all Force-Sensitive characters must make a Will save upon entering the temple. For Sha'lia, the DC is 10. For Mina, it is 15. Maric does not need to make a save because he has several dark side points (But have his player roll one anyway, for appearances.). If either Sha'lia or Mina fails their saving throws, they suffer the following effects: Force points cannot be used to call upon the light side, all attack and skill rolls suffer a -4 penalty, and they suffer a -4 penalty to Defense. These Will saves must be made every hour. Success means none of the above penalties are applied for that hour.

Also, all non-Force sensitive characters (Garek, Goort and Zhir) cannot use Force points while in the temple.

It is important to note here that the atmosphere you create while the characters are in the temple is important. The Temple of Pain is a site of great evil, and strong with the dark side. Several other locations within are stronger in the dark side, as acts of great evil have occurred in them.

Think of the temple as a just discovered Egyptian pyramid. Much of the interior is similar. Unreadable inscriptions, drawings and bas-relief images are carved into the dark, smooth walls. There is very little light present, so shadows abound. The rooms initially inspected by the characters will have glowpanels attached to the walls, with power cables running to power generators. Even this artificial light is muted. As the characters get deeper into the temple, the lighting will be provided by torches in sconces—and possibly other means. The corridors and

rooms echo. And, occasionally, disturbing sounds may be heard.

Very few areas are trapped. Valik intended this to be her base of operations, not a tomb. She ruled her minions through fear and guile—so no protections were needed.

None of the characters are comfortable here. Well, Maric is sort of. He is bothered more by the fact being here does *not* make him uncomfortable.

There are not many occupants currently in the temple. So there is not much traffic to be seen. Most of the place is deserted.

For the most part, the order in which the various areas of the Temple are visited is unimportant. Other than the final confrontation with Valik being last, you may arrange the others any way you wish. Also, included is GM's Aid #2. This aid provides a small list of "mini" encounters you can use should things start to slow down a bit. They can help to reset the atmosphere and get the players back into the adventure. And, hopefully, create a little paranoia. Just don't use more than two or three of them, at the most.

The landing bay is large and square in shape. Two of the four walls are made of the smooth, black stone the ceiling and floor are constructed of. The third wall is them opening for ships to enter and exit from. The fourth wall is apparently part of the asteroid. (A simple sensor scan can verify this.) Thus the characters can deduct they are probably near the top of the temple.

Looking around they can find two ways to exit the landing bay (We'll assume they "Take 20" on the Search rolls.). One way is a small spiral staircase leading down. It is partially hidden by several stacks of crates. If examined, the crates contain simple living supplies—food, water, entertainment chips, etc. The second way out is what appears to be a lift. It's lines match up very well with the floor, so it is difficult to see. There is no obvious mechanism to activate the lift. It is large enough to move a small freighter.

Once the characters decide to go down the stairs, they will encounter ... nothing. It leads down about five meters and opens into a hallway. The corridor is lit by meter-long glowpanels that have been attached to the wall. Exposed power cables run this way and that. There does not appear to be anyone around. (Take 20 on that Listen check. Yep. There's nobody around.) The soft hum of the glowpanels is all that can be heard.

This level of the temple is where the individuals in Thaum's employ reside. Exploring it yields a standard layout of rooms: personal

quarters (nothing interesting here), mess hall, relaxation room (sort of a funny thing to find in a Sith temple), etc. None of the doors are locked. Nothing bars the characters from exploring. Hey, they can even fix a meal and watch a holo if they want! Nobody will bother them. Yet.

After they have looked around a bit (and don't have them wandering around too long), they find a larger stairway leading down. From their level, the stairway appears to go down about eight meters and opens into a large room (characters with low-light or darkvision will notice this fact.).

When they get about halfway down, the dark room lights up and a familiar voice announces, "*Please come and join us. We have been waiting for you.*"

Sitting in a throne-like chair twenty meters from the bottom of the stairs is Thaum. Or a really good illusion of him created by Valik, anyway. He is sitting there in a relaxed pose, the same crooked Corellian smirk on his face. Thaum has aged a bit. Hard lines mark his face, his eyes are a bit weary and there is a lot of gray in his dark hair. He is dressed in a dark outfit. Black probably. Possibly very dark blue or green. A silver hilt hangs from his belt on the left side.

Room specifics: Thirty meters long by fourteen meters wide. The stairs come down in the middle (6 meters to each side) on end. The ceiling is about five meters above the floor. Carved columns line the sides of the room. A large table, four meters long by tens meters long, stretches from the characters to just in front of Thaum. Small glowpanels are attached to every few columns to provide some light. There is enough light to see—but there are still a lot of shadows.

"Please, won't you sit? We have much to discuss." Thaum stands and makes his way to the table, pulling up a deck of sabbacc cards from the fold of his dark robes.

"It has been a while, my friends," he says as he sits—gesturing for you to do the same. Looking at you, his eyes sharpen ever so slightly, "I trust Caeleb is doing well?"

"Shall we play a hand?"

Thaum waits patiently for the characters to act. He has no intention of doing anything other than talking and playing a friendly hand of sabbacc. Should the characters go ahead and attack him, Thaum will defend himself. Well, he ignites his lightsaber with a flair, appears to dance around a few blaster bolts and fades from sight.

Once the group begins to interact with Thaum, especially if they agree to play sabbacc, they get a

Will save against the illusion. The DC is 25. If they succeed, that character(s) knows this is an illusion of some sort. Otherwise, they believe it is Thaum.

Otherwise, Thaum will simply hold a conversation with the group and play sabbacc. He will ask what they have been doing since their last encounter, how the "New Republic" is faring, etc. Small talk. If asked what he has been doing, Thaum will be a bit more reserved. His simple answer, "Things that must be done." And will say no more.

At some point, Thaum will ask Sha'lia if she has found her place in the galaxy. He feels she has so much potential—and would hate to see it needlessly wasted.

After a while, the conversation is interrupted by the deep rumble of an explosion. Thaum will calmly explain that their ship has been destroyed and they are now here to stay. Oh yes, the other ships were destroyed also. (This is a lie. A good one though. Valik has rolled a 39 on her Bluff check. Allow appropriate Sense Motive rolls by the characters. Golly, they believe her.)

Thaum calmly looks at the characters and tells them there is no chance of their escaping. They are doomed to die here unless they join him.

But there may be a way to get out of here. It entails going through Thaum and everything else that is in the temple. But they have no choice, do they?

Now, if the characters have not already attacked Thaum, he simply fades from sight and the wall between the columns opens.

Let's just say there is no surprise here and roll initiative. A whole bunch (two dozen) of re-animated, dark skeletal Sith war droids come out of the wall, swinging big, ugly vibro-axes. They attack until completely destroyed. (Stats can be found in GM's Aid #1.)

This fight serves to loosen things up a bit. It should not be a serious challenge to the characters, more cinematic than anything - even with the numbers they are facing. Feel free to adjust the numbers down if needed, though. Valik just didn't want the characters to believe they were not taken seriously, though.

Just after the last droid falls, have each character roll a Spot check. With a 27 or higher, they notice a flickering darkness for a split second. This is Valik leaving the room. As she departs, Valik sends a telepathic message to Maric: "Do not act until I tell you to do so. Soon all your desires will be fulfilled."

Once the characters have finished the war droids off, they are free to explore some more. A staircase leading even deeper into the temple is located behind/under the stairs used to enter this room. Rotate and adjust the remaining rooms as you see fit.

Episode Three: Room of Dark Knowledge

This room happens to house a fair number of books and scrolls on shelves carved into the walls. Many of the texts, tomes and scrolls are beyond saving. They have decayed over the millennia and simply crumble to dust when touched.

You enter a room, its exact dimensions difficult to guess at first glance. The only light is provided by a single, flickering torch. What it is using for fuel, you aren't sure.

The room appears to be a library of sorts. You look over cases of books and scrolls, wondering what dark knowledge they may hold.

Finally, your gaze settles on a reading table to one side of the room. Large enough to seat six, only two sit there now. The bodies of the long dead Sith are dried out—almost mummified—as if their life was simply sucked out of them. They are slumped over the table with wide-eyed expressions of terror frozen on their faces.

Several of the books (3) and scrolls (4) can be found in decent shape. While the writing is unreadable (it is in Sith), there are illustrations that may give the characters some insight into the power of the dark side.

Have each character studying the writings make an Int check—DC 20. (A character can aid another here—although Maric may try to mislead the true meanings of the pictures.)

Some of the pictures illustrate somewhat obvious abilities such as Force Lightning and Move Object. Others, such as Force Grip, may not be so obvious. Pick a few and run with it. Describe how the illustrations look. (Remember, Dark Horse Comics established the Sith Empire with an ancient Egyptian-type look to it. Play up on this.)

One of the books, however, deals with a different subject. Have an examining character(s) roll an Intelligence check, DC 20. On a successful roll, they can tell that the illustrations apparently have something to do with transference of life from

one vessel to another. The illustrations are old and faded, but horrible.

The two dead Sith were acolyte followers of Valik's. They were sitting in the room studying when she began the ritual to move her temple. Their life—and Force—was simply sucked right out of them during the ritual. Searching them gains no particular insight other than what was the current fashion for Sith acolytes at that time. (This does not refer to the prestige class—just to those who wished to study the secrets of the Sith.)

Episode Four: Sith Holocron

The room is barren except for a single triangular device—about the size of a fist—floating silently in a repulsorfield. This is a Sith holocron. Valik brought it with her when she fled Sith space. She has used it to gain knowledge, much as Thaum uses it now.

The room before you is not terribly big. Maybe four meters squared. There is only one item of interest here.

Floating in a repulsorfield about a meter above the floor is a red triangular object. It is about the size of a human fist. The object appears to be made of glass or a crystalline material and looks quite fragile.

There are small repulsorfield generators opposite each other in the floor and ceiling. They hold the holocron at a static height. If examined, they do appear to have been serviced recently.

The characters know nothing of holocrons. It is an ancient technology whose general knowledge is definitely not known in the current day. This makes them that much more dangerous.

The holocron has a slight crack on one face. This can be found with a successful DC 25 Search check.

There are three personalities contained in the Sith holocron. They are detailed below. Each appears when one of the panels is touched. There is no personality occupying the “bottom” panel. Which one appears when is up to you. The goal of each is to subvert the user to the dark side. To that end, no special skills are required to access general knowledge contained in it.

Dargous Tanmoul: A Sith battlemaster. Appears dressed in dark Sith armor with a large Sith sword strapped to his side. He is very blunt in his

conversations. He describes in excruciating detail how one can use the Force to turn the tide of battle and crush one's enemies under foot. Dargous enjoys trying to provoke others into anger and rage at his descriptions, increasing their potential link to the dark side. See, all that emotion brings power. Don't you feel stronger?

Dargous is the least likely to “convert” any of the characters to the dark side. Once he truly discovers this, he will be rather insulting to them. However, he does admire signs of strength and brutality. Should any character show this nature, Dargous will offer to teach that character.

Sansin Koriss: A Sith apprentice. Sansin appears in long robes with much jewelry. He has an almost constant smile that makes the skin on your neck crawl. Sansin has a silver tongue and knows it.

His interaction with the characters is one of bargaining. He knows much of the dark side, but are the characters worthy of the knowledge? Sansin asks the characters why they are here. Of course, he can help. He will only tell them that a greater evil than Thaum exists and is well beyond their capabilities.

There are very few ways to defeat such evil. However, the characters must take the holocron with them so Sansin can help.

He will tell them the main key to defeating Valik and Thaum can be found in Valik's chambers, far below them. An amulet of great power—it is the only thing the dead Sith fears. It is worn on the hand and focuses the Force.

Bavik Vannor: Human fallen Jedi Knight. He sounds remorseful about falling to the dark side. But a successful DC 20 Spot or Sense Motive reveals otherwise. While many Jedi believed they found a great ally in the Force, Bavik believes the dark side is an even greater ally.

Bavik tells the characters he is not sure why he is here. All he can relate is the horrors of the Sith. Bavik shows the characters horror after unrelenting horror, atrocity after atrocity. His hopes are to get the one or more characters to give in to their emotions.

Bavik knows the general details of Valik's past. If the characters seem interested enough in his knowledge and teachings, Bavik will educate them on Valik. He will give general information (summarize from the information presented in the GM's Background).

The characters can remove the holocron from the repulsorfield if they wish. Nothing bad will happen. They can even take it with them wherever they go. The personalities within will offer no advice or

knowledge unless directly asked. They will not warn the characters of impending danger. In fact, they may pronounce their doom unless the characters cross to the dark side.

Episode 5: Room of Change

This room is one of absolute horror. Of course, the characters do not know this when they first enter it. All of Valik's—and now Thaum's—experimentations are carried out here. Through the use of Sith alchemy, they have derived many processes to alter species—often at the cost of their minds.

Your breath floats visibly in the air before you as you step into a place of the likes you have never seen before. Even during the height of the Empire, places of such evil did not exist ... except in rumor.

This room is cold. Very cold. In fact, it is also a major site of the dark side. Very evil. Lots and lots of bad things have happened here.

What's in this room? Half a dozen tables complete with shackles. Most of the tables have splatters of long-dried blood on and around them. A couple has more fresh blood (still hardened, but not as old). A number of racks are also positioned around the room.

Various cutting and slicing instrument lay on these tables. They, too, are covered in blood. Terrible serrated blades, barbed instruments, etc., can be found.

To the rear is an almost “mad scientist” area, complete with beakers and such. The characters can find furiously scratched notes here in Basic. Written by Thaum, they detail his developing knowledge of using alchemical processes and the dark side, to change a subject. Make them stronger and merciless in combat. Allow them to sustain more damage.

If the characters wish to search a bit more thoroughly, allow them to do so. They can “take 20” on the Search rolls, or, if the players fingers are a bit itchy, roll for it. Either way, they just find truly horrific pieces of equipment. They are in a Sith temple, after all.

Once the characters have spent a few minutes looking around, they discover a hidden door in the back of the room. The trail of blood doesn't help in keeping it hidden. Finding the latch (there is no

trap) is a DC 20 Search check. It swings open to a completely dark corridor.

The first thing the characters will notice is the door's thickness. About a half-meter of solid stone. The second thing they notice is the moaning. True, pained-down-to-the-core-of-your-soul moaning.

The corridor goes about ten or twelve meters before ending in another door (unlocked and not as thick as the first). Force sensitive PCs get their DC 20 Wis check to get “a bad feeling” just before opening the door.

The stench of blood, sweat and other fluids runs into the characters like a charging bantha when this door is opened. There is absolutely no light in here other than what the characters bring in with them.

Upon opening the door, the few living beings in the room rush the characters. If any of the Force sensitive PCs made their Wis checks, they can tell the others of their feelings. In that case, roll initiative normally. Otherwise, the characters are caught by surprise.

Stats for the “creatures” are found in GM's Aid #1. There are a total of four beings that have been severely altered through the use of Sith-based alchemy. With Valik teaching how, Thaum has delved deep into the dark side to change these beings. Once a part of the pirate band under his employ, these beings are now raging psychopaths. Changed by what the dark procedures have done to them. They are truly tortured souls and will fight to the death.

The attacking beings are: Desvin Tor'thal, a Twi'lek whose lekku have been altered into weapons complete with Sith-poisoned stingers; Blaschowwa, a Wookiee-gladiator type who is only interested in killing; Kamtis Bonai, a Bothan who appears somewhat normal except for that maniacal look in his eyes; and Vobin Sobos, a scarred Dug.

These poor creatures have hardly any mind left at all and will not chose any tactics that require higher thinking. The most creative would be Blaschowwa, who uses his augmented claws to grip the walls and can attack from there.

Nothing else of great import can be found. There are a number of bodies in various states of decay. These beings apparently died from the shock of the experiments.

Episode Six: Dark Arms

This large room is where all of the personal weapons and armor for the warriors was kept.

Upon entering, the characters see all sorts of melee weapons hanging on the walls. Most have cruel blades on them, the better to inflict more pain with.

Among these weapons can be found a few Sith swords and various pieces of Sith armor. It should be noted that there are no lightsabers here.

The characters are free to take and use any equipment found here. But they will suffer the appropriate consequences.

Episode 7: Room of Dreams

This room is barren. A single torch is ensconced on each of the four walls. Upon entering this room the characters are subjected to a realistic, waking dream, by the dark side of the Force.

The purpose is to tempt each character into using the dark side. To show how strong it can make you. If any of the characters gives into their dream and commits the final act of their dream, they get a dark side point. If they do so with complete abandon, joy, etc., they get two dark side points.

Each dream should take about five minutes per character, depending on how well the scenario is moving so far. You don't want to spend too much time here. But you do want to show the power the dark side can offer. Paraphrase each dream. What is typed below is just a framework for the dream. Bring emotion into each one. That is the key.

Garek Tolas: Pain. So much pain. You can't be alive. No one could take this. The Empire has won. Opening your swollen eyes, you see your captors/torturers. They are former companions from your days as an Imperial commando. Days long past.

They delight in "interrogating" the one who betrayed them. A door slides open. Colonel Fessiq limps in. Someone is behind him. Mina. No. Not Mina.

In front of you, they interrogate her until she can take it no more. She screams. You scream. Hers suddenly die out. You realize she is gone. They laugh some more.

Somehow, you find the energy to break your bonds. How the blaster got into your hands you don't know. But it's there and with a full power pack.

The Imperials never knew what hit them. In the end, the blaster is empty. All the Imps are dead. Except for Fessiq. The same wampa-spawn that ordered your team to hose a village full of innocents. He claimed they were Rebel sympathizers. They weren't. They were just trying to live.

Now, here is Fessiq. Alone and defenseless. Here is Fessiq.

Goort: Pain. Again and again you feel pain. Your fellow guards are beating you. The little green Rodian boss just laughs. Pain. They continue until the sweet darkness of unconsciousness claims you.

Burning. A blaster shot hits you as you help Sha'lia into the ship. Looking back, you see the little old man—Sha'lia's teacher (of what you are not exactly sure)—waving his lightsaber around. He is deflecting most of the shots from the white-shelled attackers. You liked the little man. He did not laugh when you told him of your dream to fly. Instead, he began to teach you how. Now, you see him fall under a storm of blaster fire. His last words to you were to protect Sha'lia. Guard her. Make sure nothing happened to her. Then he screamed for the two of you to go. Fast.

Pain. You barely register the weapon cutting into you. Anger. You answer with a mighty swing of your axe. The guard falls. He was one of your tormentors. Looking around, most of the Rodians minions are dead, dying or have fled. Hardly anyone is left.

Ahead, you see Sha'lia fighting the green one. He is no match for her. Several twists of her lightsaber and the Rodian is disarmed. The "mighty" crimelord is visibly shaking in fear as Sha'lia deactivates her saber. She looks at him for a moment with an almost quizzical look on her face. And never sees the blaster shot. The little Rodian, hold-out in hand, delivers a fatal blow to Sha'lia. Her body slumps to the floor.

Rage! You have failed your duty. Sha'lia is dead. Rage! The little green Rodian turns towards you, a look of absolute terror on its face ...

Maric Tovar: For so long you have wished to be left alone. Why did that woman have to come into your shop? Why? Ever since that exact moment, your life has been a shambles. Always running from the Empire. Why? Because of that one woman. You never even saw her again. The two

of you jumped on a transport and hauled jets off planet.

Once you got to the Rebels, she dumped you with some lieutenant and disappeared from your sight and your life. Without even apologizing, and without even giving you her name.

You look around the hangar bay of a beat up old Dreadnaught. Your new home. Oh, the joy. And so begins endless hours of tinkering on droids and computers for the Rebellion. No thanks. Just more work. And finish it faster. No thanks.

Then your talents as a “slicer” are discovered. Oh, joy. Now you are dragged all around the galaxy to break into various Imperial computer installations, the Holonet, etc. All for the glory of the Rebellion. Still, no thanks, no gratitude. Just more work to do.

One day—you guess it is day, hard to tell on a ship—you see her. The one that dragged you away from your comfortable life. From your shop and your droids. From everything you knew.

Yes. It is her. Looking around, you see no one else in sight. Your fingers clinch tightly around the hydrosponder in your hand. Your knuckles go white.

There she is, all alone. The cause of all your problems. She never apologized ...

Mina Tolas: Anger. You look across the plains of your native Korvair as they burn. The Imperials have done their worst.

The war is over, but they are still here. Rather than surrender, they choose to fight. Rather than let the “New Republic” have a world rich in crops, they choose to burn it. Millions of acres, and thousands of lives, are gone. The anger seethes within you.

The final push begins to eliminate the Imperials. Their last stronghold is on the brink of falling. You have come to watch.

The liberation forces of the New Republic and partisans of Korvair begin their assault. You watch as artillery breaks the walls. Then the infantry start in.

Raising your macrobinoculars, you scan the walls. The Imperials fight fiercely. Allied units fall to their hail of fire. It shouldn’t be this tough. You almost feel the resolve of your troops begin to waver. If only Garek were here. His dropship never had a chance though.

Something on the wall catches your eye. You jerk yourself back to the battle. That soldier. Those gestures. No. Zooming in, you clearly see the face of the man leading the Imperial forces. NO. It can’t be!

Atop the wall, Garek Tolas, your husband, stands. He is issuing orders to the men responsible for the enslavement of your planet, the destruction of another, and countless millions of other crimes. Tears flow freely now. Tears of rage.

Looking around, you spot a sniper rifle leaning against your command speeder. The power pack is full. The shot should be fairly easy ...

Sha’lia: Kneeling before her is Toleen Bisma, the Rodian crimelord who enslaved her. His minions lie dead all around. Her lightsaber is ready to deliver a killing stroke. But within her comes something different. She deactivates her lightsaber looks at the alien. His snout twitches and trembles in fear.

In her mind, Sha’lia can imagine slowly cutting off his airway. She feels the bone and cartilage compress and snap.

Zhir Tolavor: Revenge at last! Breaking through the last group of stormtroopers, you and your companions face a large blast door. Maric pulls out one of his kits and opens the door. Blaster fire from dozens of assassin droids pours out, ripping your companions apart.

Somehow, you manage to defeat them all. But you are the only one left. Looking around, your companions lie amongst the droids.

You hear a noise behind you. A clatter. The clatter of someone unsuccessfully trying to sneak away. Turning with a blaster in each hand, you see the face you have hated for so long now. There he is, Grand Moff Tarkin. The man solely responsible for the death of your family and Alderaan. He is alone and unarmed. A look of fear crosses his face as you spot him.

Once the characters have all faced their visions, they are cold—very cold—and tired. Any characters who gave in to their vision and received a dark side point should act appropriately (terror, joy, etc.). Give the players a couple minutes to gather themselves—this could be tense for them.

If the characters wish to discuss their visions, allow them some time to do so. If it drags out, throw in a vignette to get things moving.

EPISODE EIGHT: The Dark Lady’s Chambers

This encounter should occur just before the characters find the room where they will finally meet Thaum and his master for the climactic

battle. Valik's chambers are currently used by Thaum, when he can rest.

Valik has put so much into his head, he is having serious trouble resting. Which works to her advantage. This keeps him truly under her control.

This room is finely appointed. Very luxurious. Gold ornamentation is everywhere. Rich, thick dark rugs cover the floor. Silk sheets are on the bed. The furniture is crafted of the finest carved woods and stone.

There is very little light in here. A few torches and some candles. No matter how much light is brought in, the room seems to have a perpetual darkness to it. Shadows abound. They seem to shift. (Just make the characters—and players—paranoid with this.)

Also, it is cold here. The characters' breath is visible as they exhale. They get cold down to their bones. This has no in-game effects, however.

There are three items of interest here. One is a set of scrolls; the second an elaborate amulet designed to be worn on the hand; and the third is the Soulsaber. All are hidden, but can be located with successful Search checks (DC 25).

The scroll is much like the one found in the library. It is written in Sith, so can't be read. However, the illustrations on it could prove to be rather valuable. The series of six drawings show a being—probably human—confronting a shadowy form. The being has one of its arms stretch out, palm towards the shadow. Something the being is doing is keeping the shadow at bay, possibly hurting it. Exactly what is being done is impossible to tell. One of the illustrations shows what looks like lightning coming from the being's hand and striking the shadow, damaging it.

Okay, this is a big clue to defeating Valik. The being—who is not a Jedi—is simply expending Force points to directly damage the shadow, a Sith spirit. Do not give any of the players hints about this. They need to figure it out for themselves. The text does explain this in detail, as even the Sith had occasionally to deal with a few spirits.

The amulet is ornate and crystal studded. It is similar to a glove in that it is worn over the wrist and each finger. The crystals help focus a Force-user's power into blasts of the Force. (See the Sith Amulet description on page 67 of the Dark Side Sourcebook for its exact powers.) The characters can take this if they wish—or leave it. It is up to them.

The Soulsaber is a true weapon of the dark side. It not only corrupts the wielder, but anyone who is wounded by its touch. See **DM's Aid #3** for a complete description of this weapon. Should the

characters decide to, they may try to destroy it. Nothing they can do to it seems to damage it though.

There is nothing more to discover in this room.

EPISODE NINE: The Final Battle

This is the final encounter. Everything the characters have done and gone through culminates here. This could be a lengthy encounter, so time things accordingly.

Try to be familiar with all the NPCs' powers and capabilities beforehand. Tips on their tactics will be offered below.

A wide, downward spiraling staircase is before you. From below, you can feel the power of the dark side. Something truly evil is down there ...

Let the players develop their tactics. Give them a few moments and continue.

The staircase runs deep into the asteroid. Very deep. It is difficult to determine just how far down you have traveled, and for how long. It must be over a kilometer so far. And still the end is not in sight ...

If the characters look at the walls and/or stairs closely, tell them carvings cover them. Both runes and pictographs. Exactly the same style as the areas above. Just as the characters get close to the bottom, the hair on their neck REALLY stands on end. Behind them the runes are lit with a crimson glow. The glow is descending like a wave to them. Use this to create tension. The light from the glow will not harm the characters when it touches them. Nor will the glowing carvings. It is merely to spook them.

Once at the bottom, read the following:

Before you are two large doors. Made of a glossy, black stone, they have runes and hieroglyphics carved into them.

There are no visible locks or knobs on the doors. A successful Move Objects check (DC 15, costing 2 VP) is required to open it. Of course, explosives, blasters and such can be used, but the characters don't have enough of that on them to do so.

The doors are heavy, but well placed so only a slight tug with the Force is required to open them.

There are no traps. After all, what is on the other side is enough, right?

When the doors open, all the characters truly feel the power of the dark side. The evil is so thick here you can almost see it. You definitely don't have to be Force-sensitive to feel it. The intensity of the dark side staggers the characters momentarily. Once they recover and decide to enter the room, continue.

This room is a major dark side site. Sha'lia, Mina and Maric should all roll Will saves here, DC 25 for Mina and 20 for Sha'lia. Maric is rolling his just for show.

The following penalties apply to either character if they fail their save: Force points cannot be used to call on the light side, -6 on all skill checks and attack rolls, and -4 on Defense.

The non-Force sensitive characters feel tremendously uncomfortable and may not use a Force point.

The above is extreme, but remember—the characters are confronting a creature with great strength in the dark side. Not only Valik, but the room itself, has soaked the dark energy for millennia.

The room—or cavern—is fairly simple in its layout. A walkway four meters wide begins at the doorway and extends fifty meters into the room. There, it connects to a circular walkway, also four meters wide.

The first circular walkway is forty meters in diameter. A second circular walkway sits just inside—and a meter above—the first. A mere two meters separates it from the first and it is only two meters wide. Two meters in from the second walkway is a third. It is two meters wide and is a meter above the second. Resting in the middle of these walkways is a pedestal with a large triangular obelisk. The pedestal sits two meters above the third (inner) ring and is six meters in diameter. Another two-meter gap rests between the third walkway and the pedestal. See **GM's Map #1** for an illustration of this room.

The obelisk is made of a dark, shiny stone and has four sides. It is two meters by two meters at the base and stretches to a height of ten meters.

There is enough light to see by, but just barely. The light source comes from a number of torches on the wall and glowing crimson runes and hieroglyphics covering the walkways.

The floor around the walkway lies about half-a-meter below the lowest walkway. It appears to be glassy smooth and black. Investigation into this reveals this flooring is not solid, however. It is a

thick, viscous liquid similar to oil in consistency. It is also very, very cold. If anyone touches the fluid with bare skin, they receive one Wound Point of damage. Should someone be immersed in the liquid, they will take 2 WP damage each round they are in it.

Upon entering the room, the characters see the above. There also some "beings" positioned at various points of the walkways (noted on the map). These are Sith Guardian Spirits. Half are armed with swords, the other half with war axes. They will attack until destroyed. Note that their body-swap ability will be useless unless one of the characters or Thaum dies.

Speaking of Thaum, he is standing behind the obelisk, out of the characters' view, when they first enter the room. If they call out to him, he will answer. Thaum will once again try to persuade them to join his crusade. He has no faith in this "New Republic," as it is too much like the Old Republic (which deteriorated and led to Palpatine and the New Order.). Trying to bargain or deal with him is useless. Thaum is thoroughly convinced that Valik is the only hope for the galaxy. Only she can bring a stable government.

The guardian spirits attack as the characters start down the entry walkway. Brandishing their weapons, these undead attempt to swarm the characters. They will not try to knock anyone into the fluid, as that level of thinking is above their capabilities.

Once the characters reach the first circular walkway (and all the guardian spirits are dead), Thaum and Valik reveal themselves. Valik manifests herself (costs 1 VP) to the characters. She is floating just in front of the obelisk. Describe Valik as a creature of exotic beauty. She "appears" dressed in loose silky-looking robes and adorned with a lot of jewelry. As she fades into sight, Thaum steps around the obelisk into view. He has his lightsaber ignited, it's amethyst-hued blade reflecting wickedly off the obelisk.

(NOTE: It becomes apparent to Maric at this point that this is the woman from his dreams. The one who has promised him power. The one who has promised to deliver Sha'lia to him. He should be rather nervous at this point. Have the other characters roll a Spot check, DC 20, to notice that he is not looking too good at this moment.)

The shade floating before you looks down at your group. A wicked grin appears on her face.

“So,” she says, her voice a harsh whisper, “you are the ones who have pursued Thaum across the reaches of space.

Her eyes close, as if she is in deep concentration. “There is much power in your group. Yes, much power,” she purrs. “Join Thaum Rysta and ally yourselves with me! The galaxy will fall to our might. I shall rule, with you as my chiefs.

“Or choose to oppose us and die here. The choice is yours, but decide now.”

Okay—here is where the characters have a choice to make. Logic dictates that they should choose to not join Valik (even Maric, at this point). Of course, they may choose to go over to the dark side. In that case, the scenario is over. Well, right after Valik makes her move to possess Sha’lia.

Now, should the characters announce their decision to not join Valik, the Sith spirit will seem rather disappointed.

“Very well,” she states. “You have then decided to oppose me. For that, you will pay.”

Basic Combat Tactics:

Valik has given strict orders to Thaum that all of the characters are expendable except Sha’lia. She wants the Twi’lek alive. This is the only character he will hold back against.

NOTE: This should very well be a tough fight. Make sure the characters have a chance of victory. Several additional combatants will enter the fray after the battle begins. If the characters have their hands absolutely full with existing bad guys, don’t overwhelm them.

Do not forget Thaum’s and Valik’s Force points. They are both fairly smart and will call on the Force when they need to. Don’t waste the points, but don’t be afraid to use them.

1st round: Valik fades from view (no longer manifested). Thaum has his lightsaber already activated, so his Defense is 32. He has also activated Battlemind (rolled a 16, move action before this round, costs 6 VP, +4 bonus on attacks) and goes into “fighting defensively” mode (+2 dodge bonus to Defense—so it is now a 34—and –4 to attack rolls). His action for the round is using Force Grip on the largest combatant in the group (either Zhir or Goort).

2nd round: Valik summons a mutated Battle Hydra to the surface of the fluid surrounding the walkways. Unlike the “base” battle hydra in the Dark Side Sourcebook, this one cannot fly and has

three heads. It is also larger and tougher. (Stats can be found in **GM Aid #1**.) This creature arrives in this round, but cannot act. Describe it exploding from below the liquid’s surface, the head screeching horrifically, etc.

Thaum will continue to stay put. He is perfectly happy with the characters coming to him. Thaum once again fights defensively this round. He will attack anyone within range of his lightsaber as first choice. Alternatively, he may activate his Sith Sorcery feat to gain a +5 competence bonus to attacks, saves and dark side skill checks for the next minute (DC for the Will save is 15, Thaum makes this roll easily (has a +16 bonus to Will saves)).

3rd round: The hydra will enter the battle, attacking individuals in the “middle” of the party. Thaum will attack whoever is closest to him. Valik issues her command to Maric. Telepathically, he hears *“Your destiny has arrived. Stun the Jedi and you will have your reward!”* (Maric should attempt to stun Sha’lia this round, but do not force his player to do so.)

NOTE: Valik wants Sha’lia unconscious when she makes her attempt to possess the Twi’lek. The Sith spirit figures the possession will occur without resistance that way. If Sha’lia resists the stun and is not knocked unconscious, Valik will not try to possess her at this time.

4th round (and beyond): A general melee to the end. The characters will be fighting for their survival. The dark siders fighting to end their resistance.

Thaum’s general tactics will be to harm the characters as much as possible. He is smart and will not burn all of his VP on Force abilities. Though he may get a little more reckless with his tactics as the combat continues. He is completely loyal to Valik and will not try to abandon her. Should she die before him, he will let out a cry of anguish (i.e.—Hatred) and attack until dead. Basically, he loses his faculties and just wants to destroy the characters at this point.

The battle hydra will simply fight to the death. It has no ability to fly, and thus cannot go anywhere.

Valik wishes to possess Sha’lia. The Twi’lek is very strong in the Force and an ideal vessel for her spirit. Mina could become an alternative should Sha’lia resist possession successfully. If the characters defeat the hydra easily and are pressing Thaum (and probably Maric), she will manifest and begin using some of her Force abilities.

Methods to destroy Valik:

There are three ways the characters can destroy Valik. One, Sha'lia and Mina may each expend a Force point and deal 1d4 damage to Valik per Force point. This may be done once per round as an attack action. (This is actually what appears on the scroll found in Valik's chambers.)

Two, Sha'lia may use her Force weapon ability and imbue her knife with the Force. The weapon, with a successful attack, will deal 1d8 damage to Valik.

Three, the characters may destroy the obelisk. This is the source of power for Valik. It is the focus for her attempt to shift her temple into the sun. If it is completely and utterly destroyed, so is Valik. The obelisk is made of a hard, black stone and has the following properties: Hardness 8, WP 900. Yep, it's tough. But shouldn't it be?

The battle is over whenever either Thaum or Valik is defeated or the characters are defeated.

Hopefully, the characters win. At this point, they can take their time getting out of the temple. But don't let them tarry too long. The place is going to fall to pieces.

Epilogue

The characters find their ship in one piece and can leave the asteroid. All systems are functioning and no amount of detailed searching will discover any sabotage (there isn't any).

You strap yourselves into the ship. Chunks of the asteroid are falling all around, with a fair number crashing on the hull.

You feel the sublights fire up as fast as Goort can get them operational. Looking out the viewport, this place is literally starting to fall apart. Large cracks in the asteroid are starting to form as the giant piece of space rock begins tearing itself apart.

Goort punches the accelerator and the Dancer tears off through the tunnels, heading for open space. The debris falling gets bigger and bigger, worrying you that something may actually punch through the hull before you can get out.

Finally, you escape the asteroid just as it splits apart into millions of smaller pieces. Goort pilots as you have never seen before. Pure poetry in motion as he accelerates the

Dancer through and out of the asteroid field at top speed.

You look back one last time, and then the swirling tunnel of hyperspace appears.

The End of *Light and Dark*

GM's Aid #1: NPCs

EPISODE ONE: Pirates and Asteroids

Pirate X-wing Fighter (1): Craft: Incom T-65B X-wing; Class: Starfighter; Cost: 150,000 (new), 65,000 (used); Size: Tiny (12.5m long); Crew: 1 (+10 crew); Passengers: 0; Cargo Capacity: 110kg; Consumables: 1 week; Hyperdrive: x1; Maximum Speed: Ramming (10 squares/action); Maneuver: +12 (+2 size, + 10 crew) Defense: 22 (+2 size, +10 armor); Shield Points: 30; Hull Points: 120; DR: 5.

Weapon: Laser cannons (4 fire-linked); Fire Arc: Front; Attack Bonus: +13 (+2 size, + 5 crew, +6 fire control); Damage: 6d10x2; Range Modifiers: PB +0, S +0, M/L n/a.

Weapon: Two proton torpedo launchers (3 torpedoes each); Fire Arc: Front; Attack Bonus: +11 (+2 size, +5 crew, +4 fire control); Damage: 9d10x2; Range Modifiers: PB +0, S/M/L n/a; Missile quality: Ordinary (+10).

Pirate Y-wing Fighter (1): Craft: Koensayr BTL-53 Y-wing; Class: Starfighter; Cost: 135,000 (new), 65,000 (used); Size: Tiny (16m long); Crew: 1 or 2 (+10 crew); Passengers: 0; Cargo Capacity: 110kg; Consumables: 1 week; Hyperdrive: x1; Maximum Speed: Attack (8 squares/action); Maneuver: +12 (+2 size, + 10 crew); Defense: 22 (+2 size, +10 armor); Shield Points: 50; Hull Points: 120; DR: 5.

Weapon: Laser cannons (2 fire-linked); Fire Arc: Front; Attack Bonus: +11 (+2 size, +5 crew, +4 fire control); Damage: 5d10x2; Range Modifiers: PB +0, S +0, M/L n/a.

Weapon: Two proton torpedo launchers (8 torpedoes each); Fire Arc: Front; Attack Bonus: +11 (+2 size, +5 crew, +4 fire control); Damage: 9d10x2; Range Modifiers: PB +0, S/M/L n/a; Missile quality: Marginal (+5).

Weapon: Light ion cannons (2 fire-linked); Fire Arc: Turret mounted (Front); Attack Bonus: +13 (+2 size, +5 crew, +6 fire control); Damage: 4d10x2; Range Modifiers: PB +0, S +0, M/L n/a.

Pirate CloakShape Fighters (2): Craft: Modified CloakShape fighter; Class: Starfighter; Cost: 75,000 (used); Size: Tiny (15m long); Crew: 1 (+10 crew); Passengers: 0; Cargo Capacity: 40kg; Consumables: 1 day; Hyperdrive: None; Maximum Speed: Attack; Maneuver: +10 (+2 size, +10 crew); Defense: 22 (+2 size, +10 armor); Shield Points: 0; Hull Points: 140; DR: 5.

Weapon: Light laser cannons (2 fire-linked); Fire Arc: Front; Attack Bonus: +9 (+2 size, +5 crew, +2 fire control); Damage: 4d10x2; Range Modifiers: PB +0, S -2, M/L n/a.

Weapon: Small concussion missile launchers (2 fire-linked, 8 missiles each); Fire Arc: Front; Attack Bonus: +11 (+2 size, +5 crew, +4 fire control); Damage: 8d10x2; Range Modifiers: PB +0, S/M/L n/a.

Note: All the pilots for these fighters are 4th level Soldiers. They have a ranged attack bonus of +5 (+4 Base Attack Bonus, +1 Dex) and a Pilot Skill of 10 (7 ranks, Spacer feat and +1 Dex). These values are already factored into the stats above.

EPISODE TWO: The Temple of Pain

Sith War Droids (24): Walking military droid; Thug 4; Init +9; Defense 19 (+4 armor, +5 Dex); Spd 10m; VP/WP -/12; Atk +7 melee (1d10+2, arm mounted waraxe); SV Fort +5, Ref +6, Will +1; SZ M; Rep 1; Str 14, Dex 20, Con 12, Int 6, Wis 10, Cha 8.

Equipment: Armor, arm-mounted waraxe.

Skills: Intimidate +8.

Feats: Improved Initiative, Weapon Focus (waraxe).

EPISODE FIVE: Room of Change

Blaschowwa: Male Wookiee Soldier 6; IM +1 (Dex); Def 18 (+5 class, +1 Dex, +2 Defensive Martial Arts); Spd 10m; VP/WP 55/19; Atk +12/+7 melee (2d4+5, crit 19-20, unarmed); SQ Rage, Extraordinary Recuperation; SV Fort +8, Ref +3, Will +1; SZ M; FP 2; DSP 4; Rep 2; Str 20, Dex 12, Con 16, Int 10, Wis 9, Cha 10.

Skills: Climb +2, Intimidate +4; Read/Write Shyriiwook, Speak Shyriiwook, Understand Basic.

Feats: Armor Proficiency (*light, medium, heavy*), Defensive Martial Arts, Heroic Surge, Improved Martial Arts, Martial Arts, Power Attack, Toughness, Weapon Focus (*unarmed*), Weapon Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

Desvin Tor'thal: Male Twi'lek Scoundrel 5/Dark Side Marauder 3; IM +4 (Dex); Def 20 (+6 class, +4 Dex); Spd 10m; VP/WP 44/12; Atk +11/+6 melee (1d4+special, poisoned lekku); SQ Illicit Barter, Lucky, Precise Attack +1; SV Fort +7, Ref +11, Will +2; SZ M; FP 10; DSP 15; Rep 2; Str 12, Dex 18, Con 12, Int 12, Wis 10, Cha 16.

Equipment: Tattered clothing.

Skills: Bluff +11, Disguise +11, Escape Artist +11, Hide +12, Intimidate +6, Move Silently +12, Sleight of Hand +14, Spot +6, Tumble +12; Read/Write Basic, Speak Basic, Speak Ryl.

Force Skills: Battlemind +9, Enhance Ability +10, Force Grip +7.

Feats: Force Sensitive, Heroic Surge, Power Attack, Skill Emphasis (*Sleight of Hand*), Weapon Finesse (*lekku*), Weapon Focus (*lekku*), Weapon Group Proficiency (*blaster pistols, blaster rifles, primitive weapons, simple weapons, vibro weapons*).

Force Feats: Alter, Control, Rage.

Special Qualities:

Poisoned Lekku: As part of the experimentation performed on Desvin, he has had a stinger and poison glands implanted in each of his lekku. The poison is Sith poison (Will save DC 20, initial damage 1d6 temporary Con; thereafter if the victim uses a Force point he or she must make another Will save DC 20 or receive a Dark Side Point from using the dark side of the Force (the poison draws the victim closer to the dark side)).

Kamtis Bonai: Male Bothan Soldier 6; IM +5 (Dex); Def 20 (+5 class, +5 Dex); Spd 10m; VP/WP 49/14; Atk +7/+2 melee (2d6+1, vibro blade), +5/+0/+5 melee, two weapons (2d6+1, vibro blade) +12/+7 ranged (3d6, blaster pistol) or +10/+10/+5 ranged (blaster pistols using multishot); SQ +2 species bonus on Gather Information and Spot checks; SV Fort +7, Ref +8, Will +1; SZ M; FP 2; DSP 4; Rep 2; Str 12, Dex 20, Con 14, Int 12, Wis 8, Cha 12.

Equipment: .

Skills: ; Read/Write Bothan, Speak Basic, Speak Bothan.

Feats: Ambidexterity, Armor Proficiency (*light, medium, heavy*), Farshot, Multishot, Point Blank Shot, Precise Shot, Two-Weapon Fighting, Weapon Focus (blaster pistol), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Vobin Sobos: Male Dug Soldier 6; IM +5 (Dex); Def 20 (+4 class, +5 Dex, +1 size); Spd 6m; VP/WP 49/14; Atk +8/+3 melee (2d6+1, vibro blade), +13/+8 ranged (3d6, blaster pistol) or +11/+11/+6 ranged (blaster pistols using multishot); SQ Great Shout, +2 species bonus on Climb and Jump checks; SV Fort +7, Ref +8, Will +1; SZ S; FP 2; DSP 4; Rep 2; Str 12, Dex 20, Con 14, Int 12, Wis 8, Cha 12.

Equipment: Blaster pistols (2), vibro blade.

Skills: ; Read/Write Dug, Speak Basic, Speak Dug.

Feats: Ambidexterity, Armor Proficiency (*light, medium, heavy*), Far Shot, Multishot, Point Blank Shot, Precise Shot, Two-Weapon Fighting, Weapon Focus (*blaster pistol*), Weapon Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

EPISODE NINE: The Final Battle

Sith Guardian Spirits (12): Dark side walking dead; Thug 5; Init -2; Defense 11 (+3 armor, -2 Dex); Spd 6m; VP/WP -12; Atk +7 melee (1d8+2, sword) or +7 melee (1d10+2, heavy waraxe); SQ body swap, walking dead; SV Fort +3, Ref -1, Will -1; SZ M; DSP 8; Rep 1; Str 14, Dex 6, Con 8, Int 1, Wis 6, Cha 2.

Equipment: Sword or heavy waraxe.

Skills: Listen +4, Spot +4.

Feats: Alertness, Toughness.

Special Qualities: *Walking Dead*—Guardian spirits are immune to disease, effects of cold and vacuum of space. They are not susceptible to Force mental abilities. Only take half damage (round down) from weapons that deal piercing or slashing damage.

Body Swap—If a guardian spirit's body is destroyed and another corpse (no matter how fresh) is within 10 meters, the spirit attempts to possess the other body. The spirit must make a Will save (DC 10). If successful, the spirit moves into the new body. The flesh melts off the corpse and the "new" guardian spirit takes on all the characteristics of the original one. If there is no body nearby—or the Will save fails, the dark side energy dissipates and the spirit is truly destroyed.

Sith Battle Hydra: Waterborne predator 10; Init +5; Defense 17 (+4 natural, +5 Dex, -2 size); Spd 8m; VP/WP 80/31; Atk +12 melee (2d8+4, 3 bites), +10 melee (2d6+4, 2 claws) or +13 ranged (2d6 plus poison, stinging tail whip); SQ Damage reduction 8, low-light vision, poison, stinging tail whip, weak-minded; SV Fort +9, Ref +12, Will +3; SZ H; Rep 0; Str 18, Dex 20, Con 14, Int 2, Wis 10, Cha 13.

Skills: Intimidate +14, Listen +9, Spot +12.

Feats: Alertness, Multiattack, Power Attack, Toughness.

Special Qualities: *Poison*—When the battle hydra hits with its stinging tail whip, a hooklike stinger injects acidic poison into the target. The poison is designed to dissolve the target's nervous system quickly—from the inside out. A Fort save must be made the round following the hit and another 10 rounds after that. The poison's stats are: Fort save DC 15, initial damage 1d6 Dex, secondary damage Paralyzation.

Stinging Tail Whip—This can be used to attack a target up to 4m away as a ranged attack (both normal and poison damage are dealt). Since this is a ranged attack, the hydra must be at least 2m away from the target to use it.

Thaum Rystra: Male Human Scout 2/Force Adept 2/Dark Side Devotee 4/Dark Side Marauder 8/Sith Warrior 2; IM +6 (Improved Initiative, +2 Dex); Def 27 (+15 class, +2 Dex); Spd 10m; VP/WP 148/15; Atk +16/+11/+6 melee (2d8+1, crit 19-20, lightsaber), +16/+11/+6 ranged (3d8, heavy blaster pistol); SQ Trailblazing, Dark Side Talisman +2; SV Fort +16, Ref +16, Will +16; SZ M; FP 10; DSP 15; Rep 10; Str 12, Dex 14, Con 12, Int 12, Wis 16, Cha 18.

Equipment: Lightsaber (amethyst blade), BlasTech DL-44 heavy blaster pistol, Sith amulet (6d6 damage, Reflex save DC20 for ½ damage, max range 20m, cost to use: 6VP, attack action), Sith masking amulet (+10 dark side bonus to Force Stealth checks), dark robes.

Skills: Astrogate +5, Bluff +6, Climb +4, Computer Use +3, Diplomacy +8, Hide +6, Intimidate +8, Jump +4, Listen +6, Move Silently +6, Pilot +6, Repair +3, Search +3, Spot +3; Read/Write Basic, Speak Basic, Speak Ryl.

Force Skills: Affect Mind +15, Battlemind +10, Empathy +8, Enhance Ability +5, Force Grip +10, Force Stealth +10, Force Strike +10, Heal Self +9, Move Object +15, See Force +10.

Feats: Dark Side Skill Emphasis (*Fear*), Dark Side Skill Emphasis (*Force Grip*), Exotic Weapon Proficiency (*lightsaber*), Force Sensitive, Heroic Surge (5/day), Improved Initiative, Power Attack, Starship Operation (*space transports*), Toughness, Trustworthy, Weapon Focus (*lightsaber*), Weapon Group Proficiency (*blaster pistols, blaster rifles, primitive weapons, simple weapons*).

Force Feats: Alter, Burst of Speed, Control, Force Mastery, Hatred, Lightsaber Defense, Rage, Sense, Sith Sorcery.

Valik Kodank: Female Sith (near-Human) Dark Side Spirit Scoundrel 5/Dark Side Devotee 8/Sith Acolyte 6/Sith Lord 1; IM +1 (Dex); Def 27 (+16 class, +1 Dex); Spd 10m; VP/WP 208/14; Atk +14/+9/+4 melee, +15/+10/+5 ranged; SQ Illicit barter, Lucky, Precise Attack +1, Skill Emphasis (*Bluff*), Dark Side Talisman

+4, Force Weapon (1d8), Manifestation, Possession, Force Travel; SV Fort -, Ref +14, Will +20; SZ M; FP 7; DSP 35; Rep 11; Str 10, Dex 13, Con -, Int 16, Wis 16, Cha 22.

Equipment: Dark robes.

Skills: Bluff +22, Diplomacy +12, Disguise +12, Entertainment (*dance*) +12, Hide +16, Gather information +17, Intimidate +20, Knowledge (*Sith lore*) +12, Knowledge (*Sith society*) +12, Listen +18, Search +11, Sense motive +12, Sleight of hand +7, Spot +11; Read/Write Sith, Read/Write Basic, Speak Sith, Speak Basic, Speak Dosh, Speak Ryl.

Force Skills: Affect Mind +27, Alchemy +24, Battlemind +8, Drain Knowledge +16, Empathy +15, Farseeing +8, Fear +24, Force Grip +21, Friendship +14, Illusion +24, See Force +15, Telepathy +15.

Feats: Dark Side Skill Emphasis (*Drain Knowledge*), Dark Side Skill Emphasis (*Fear*), Dark Side Skill Emphasis (*Force Grip*), Exotic Weapon Proficiency (*Sith sword*), Force Sensitive, Frightful Presence, Iron Will, Persuasive, Skill Emphasis (*Affect Mind*), Skill Emphasis (*Alchemy*), Trustworthy, Weapon Group Proficiency (*primitive weapons, simple weapons*).

Force Feats: Alter, Control, Drain Force, Force Mastery, Hatred, Sense, Sith Sorcery.

NOTE: Because Valik is a dark side spirit, there are certain Force skills and feats she cannot use, or be affected by if used against her. The abilities she cannot use are: Alchemy, Battlemind, Force Grip, and Rage. The abilities that cannot affect her are: Force Grip, Force Push, Move Object, and Force Lightning.

GM's Aid #2: Vignettes

1. The Hallway

As the characters proceed down a hallway, have the Force sensitive PCs make a DC 20 Wis check. Those that succeed get a bad feeling. Those that fail don't. Moments later, the darkened hallway flares to "life" at the end opposite the characters. Red light bursts from each rune and drawing, tracing it's way quickly down the walls of the hallway, before the characters can do anything. As the flaring light passes the characters they feel a tingle as if touched by a slight static/electric charge. The runes and drawings stay dimly lit (no light bonus for vision) until the whole wall has been covered. Then the light fades away. Nothing else happens.

2. Moving Shadows

The characters are at one end of a hallway—or in a room—when they hear a slight shuffling sound. At the far end of their vision is a slow-moving shape. It appears to be shuffling down an intersecting hallway and crosses the one the characters are in. It will not answer any commands shouted to it. The only noise the characters can hear is the scraping of it's feet on the stone floor. The figure does appear to be humanoid. By the time the characters get down the hallway, it is gone. Disappeared from sight and sound. (NOTE: only use this encounter before the characters encounter the Sith walking dead.)

3. Ancient Machines

The characters enter a room or hallway. Just a few steps into it, they hear a deep rumble and feel some vibrations in the floor. This should be timed to create a sense of momentary paranoia in the players (and characters). If you truly want to be devious about this, have them roll a d20 before entering the area. Just for the heck of it.

4. Fleeting Shadows

Have the characters roll a DC 25 Spot check. Success indicates they notice what appears to be a moving shadow. It flees when spotted. This is Valik. She is just following the characters to see how tough and resourceful they are. Valik does not attack anyone at this time. (At your discretion, the shadow could "pass through" one of the characters on its way out. This should be disconcerting, to say the least. No effects otherwise.)

GM's Aid #3: The Soulsaber

HISTORY: The Soulsaber was created over ten millennia ago by a Dark Jedi bent on destroying the Jedi Knights. Thousands of sentient beings died under this blade, as did scores of Jedi and a number of masters. Finally, the Dark Jedi was cornered by two-dozen Jedi Masters, on a remote and unpopulated world. The ensuing battle left half of the Masters dead and the other half severely wounded. The Dark Jedi and his Soulsaber were beaten, though at a great price. The surviving Jedi sent word to the Council on their victory and that they were going to take the Soulsaber into the depths of space beyond the grasp of the dark side and its minions.

APPEARANCE: The hilt of the Soulsaber is forty-five centimeters long and made of a bronze-like metal formed into the shape of a dragon, wrapped around a rod of obsidian. When ignited, a one-and-a-half meter long energy blade erupts from the open jaws of the dragon's mouth. The blade is a deep violet, with blood-red flecks flashing up and down its length. A core of obsidian "light" runs up the center of the blade.

NOTES: The Soulsaber is not a weapon of the dark side as much as it is a manifestation of the dark side. It is an abomination to the light side and to all of life. The purpose of it is not only to destroy life, but also to subvert and twist Force sensitive beings to the dark side. The ritual used to create the dark weapon is unknown and died with its creator.

The Soulsaber's presence can be felt by anyone standing within ten meters of it. Non-Force-sensitive beings feel very uneasy. Beings who are Force-sensitive with no Dark Side Points know a major source of dark side energy is nearby. They experience great discomfort (severe headache, nausea, etc.) and find it difficult to concentrate on tasks while close to the Soulsaber (character suffers a -5 Force penalty to all skill rolls, attack rolls and saves). Force sensitive beings with at least one dark side Point feel they are close to a nexus of dark side energy. This could very well lead to infighting amongst a group of dark-siders as they strive to be the sole possessor of the Soulsaber.

If any being touches the Soulsaber without having at least one dark side point, they are hit with a backlash of dark side energy (1d6 damage if non-Force sensitive, 2d6 damage if Force sensitive.). Beings with at least one dark side point suffer no damage.

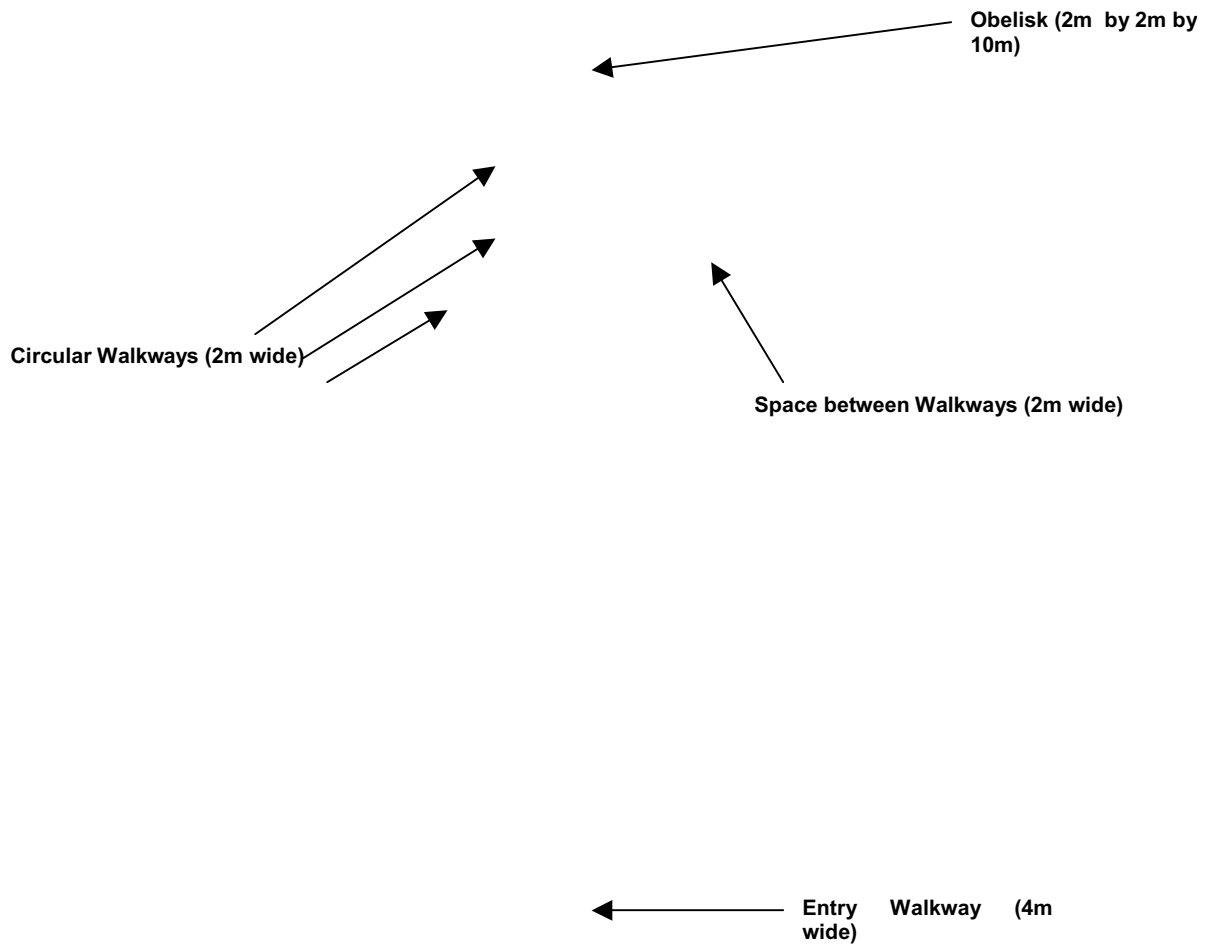
Igniting the weapon immediately gives the wielder a Dark Side Point. Potentially, just igniting the weapon is enough to send the character to the dark side. Emotions associated with the dark side flood through the wielder (anger, aggression, fear), and a dark whisper of great power fills their head.

The Soulsaber provides several benefits when used in combat. First, the wielder is granted the Force skill *battlemind* and does not have to use his own vitality points to activate the skill. Second, the wielder is allowed to make one extra attack each round. The character's highest attack bonus is used, but all attacks are at -2. Third, the wielder suffers no penalties when all vitality points are lost (i.e., the character is not stunned) and only wound points remain. Also, the wielder may fight until he reaches -10 wound points. When the character reaches -10 wound points, he dies. Unfortunately for the wielder, the second benefit is also a curse: they never know how close to death they are.

When the wielder strikes an opponent in combat, a dark side point is given to the wielder and the Soulsaber immediately removes one Force point from the target and gives it to the wielder for immediate use (if not used, the Force point disappears at the end of the round). If the target has no Force points, then one ability point at random is taken away and a +2 Force bonus to attack rolls is bestowed for that round. This bonus lasts for only one round and stacks with other Force attack modifiers (*Battlemind*, *Enhance Ability*). When struck by the Soulsaber, a being feels a stab of unbelievable and agonizing cold. The Soulsaber will send a flood of emotions into the victim. If the victim is Force sensitive, they must make a DC 15 Will save to resist gaining a dark side point (not giving into the emotions). Non-Force-sensitive beings must make a DC 18 Will save. This is how the Soulsaber seeks to corrupt beings and further the dark side.

The Soulsaber uses the exotic weapon proficiency: *lightsaber* feat and has a base damage of 2d8. This damage increases for Jedi per the Lightsaber Damage column of the Jedi Consular and Jedi Guardian classes (Table 3-8 and 3-9, *Star Wars Core Rulebook*) and for Sith Acolytes, Sith Lords and Sith Warriors per the Lightsaber Damage column of their prestige classes (Tables 2-7, 2-8 and 2-9, *The Dark Side Sourcebook*).

GM's Map #1: The Obelisk Cavern



Player Handout #1: What Has Happened Before

This is for those players who have not played *Child of Light* and/or *Soulsaber*. It relates the important details of each previous scenario.

Child of Light

This was the heroes' first mission together. The characters were assigned by Rebel Command to investigate the rumor of a child who possessed an unusual ability with the Force. Traveling to the very remote world of Dalicron-4, the characters landed outside of the planets only organized town. Their "spaceport" was nothing more than a packed field, with three other ships already present when the characters arrived.

In town, the characters met a scout/fast courier named Thaum Rystra, and a-down-on-his-luck Squib named Veeter. Thaum claimed to have been jumped by some pirates who thought he had a load of spice aboard his ship. Dalicron-4 was the closest civilized world, so he landed here to repair his ship. Veeter, in a bout of Squib deal-making, believed that he traded for his ship, a Sienar Fleet Systems Lone Scout. The ship actually belonged to the Imperial scout corps. When he left the station in his ship, the Imperials shot at and severely damaged his ship. Veeter punched some number into his nav computer and wound up on Dalicron-4. With a ship that can't fly anymore. They never saw anyone from the third ship, which, by all visible inspection, was in working condition.

The characters then helped rescue the son of a local farmer who wandered out into a terrible storm, looking to make sure his pet nerf calf. Finding the boy just before a couple of ferocious local predators snacked on him, they returned to the town and delivered the boy to the local doctor, an Ithorian.

The characters were then approached by a young human female. Expecting one of them to be Luke Skywalker, she became nervous when the characters told her none of them were. But they were sent in his place. The teenager, Jhara, took the characters to her grandfather's farm to talk with the old man. It was he who contacted the Rebels about the young boy. Arriving at the farm, the group found that the old man, a failed Jedi, had been attacked by a savage creature and his hounds. It had demanded to know the boy's location and beat the old man until he surrendered the information.

Going to the boy's home, the group arrived just as the creature, a Whippid assassin named Tol Skaros killed the boy's father and his cyborg battle dogs killed the mother. The battle between the power-armor-clad killer and the characters was vicious. But in the end, the characters prevailed and dispatched the agent of evil. Finding the boy, Caeleb, the characters left the farm after burying his parents.

The characters never knew they were under Thaum's watchful gaze the whole time. The dark side adept watched as they killed his apprentice and stole his prize. But ever the patient and cautious man, Thaum let them escape with the boy. Another time.

The characters returned with Caeleb—the Child of Light—and Jhara. Boarding their ship, the Rebels sped for open space. Moments after leaving Dalicron-4's atmosphere, they detected a ship coming out of hyperspace—an Imperial frigate. The warship demanded they power down and launched a squadron of TIE's.

A familiar voice broke in over the comm system. Thaum announced himself as a lieutenant in the Rebel Alliance and that there would be no surrender. He told the characters to run for it while he and his boys, a group of four X-wings, covered them.

The characters launched into hyperspace and away from Dalicron-4. They delivered Caeleb to Kylbar, a Mon Calamari aide to Admiral Ackbar.

Soulsaber

Occurring four months after *Child of Light*, Soulsaber began with the characters efforts to track down Thaum Rystra. They had discovered he was no longer a member of the Rebel Alliance, and his current affiliation was unknown. However, it was known he kidnapped Caeleb just after the boy had arrived at a Rebel "safeworld."

The mission started on the Hutt moon of Nar Shadda. The characters were meeting with an info broker who claimed to have information about Thaum's location. Just as the deal was getting meaningful, some thugs for one of the Hutt crimelords busted in the bar. A running lightfight through the depths of Nar

Shadda ensued. The characters were finally picked up by Maric, who had stayed behind in the ship for just such a contingency.

After a couple of jumps, the characters cut a deal with the broker, named Rat, for the information. They headed for the planet Pamorjal, located in the Expansion Rim. On final approach to the spaceport, they witnessed a terrorist attack on a parked freighter. Apparently, some of the locals hated offworld corporate types.

The characters landed and began investigating the city, looking for clues. Two major possibilities cropped up: the ancient temples of Vormijj and the Badlands. It was in the Badlands millennia ago that a single dark Jedi battled scores of Jedi Knights and a number of Masters using a terrible weapon known as the Soulsaber. In the end, he was defeated, but at a tremendous cost. The area around the battle site has not supported any life since then. Venturing there, the Force-sensitive characters experienced a strong vision. They witnessed the battle that occurred there, seeing the surviving twelve Jedi Masters depart with the Soulsaber and the surviving Knights take their fallen comrades' lightsabers and head deep into the jungles.

The temples of Vormijj were where the Knights traveled to. Actually, they journeyed to the site and constructed the temples. After investigating the temples, the characters discovered an ancient and crude star map. It was activated by a lightsaber and reflected the light given off. A single jewel shone more brilliantly than all the others. The location of the Soulsaber—and of Thaum Rystra.

As they left the temple, the characters were attacked by the Pamorjal Freeman's League (PFL). This was the terrorist group who violently opposed offworld corporations' presence on Pamorjal. Questioning a prisoner, the characters learned that Thaum had turned the PFL on them. He convinced the terrorists that the characters were officials for TaggCo, and that they were looking for ways to further exploit the planet's resources for their company. In addition to attacking the characters, another unit was assigned to blow up their ship. The characters attempted to contact Rat (who was still aboard) without success.

Upon learning the truth, the surviving PFL member told the characters where they could get a ship. A mysterious patron had just donated a new YT-2000 to the PFL. The characters sneaked aboard and hauled jets off-planet. They set the coordinates for a little known and never used Outer Rim system.

Landing on the planet likely to hold the Soulsaber (an ice world similar to Hoth), the characters began their search for Thaum. They discovered the dark sider just as Caeleb handed the Soulsaber to him. Thaum had needed Caeleb to get the weapon because it was "bathed" in the power of the light side, which no dark side being could penetrate. In the battle, Thaum escaped with the Soulsaber and fled. The characters had saved Caeleb, again. They returned him to the Rebels, who secured him in a more secretive location than before. Thaum, however, remained at large.

The Present

It is three years later. The Empire has fallen and is retreating across the galaxy. The characters have continued their search for the Thaum ...

Garek Tolas

(Male Human Soldier 8th/Scout 7th)

STR 16/+3
DEX 16/+3
CON 15/+2
INT 12/+1
WIS 14/+2
CHA 9/-1

VP/WP: 138/15
Def: 24 (+11 class, +3 Dex)
Spd: 10m
Initiative: +3
Saves: Fort +12, Ref +9, Will +8
FP: 5 **Rep:** 4

Class Abilities:

Scout: Trailblazing; Uncanny Dodge (*Dex bonus to Defense, Can't be flanked*); Evasion; Extreme Effort; Heart +1; Skill Mastery (*Move Silently*)

Skills:

Climb + 8, Computer Use +6; Demolitions +10; Hide +15; Intimidate +6, Jump +10, Knowledge (*military commando tactics*) +9; Move silently +15; Pilot +8; Profession (*commando*) +8; Repair +8; Spot +10; Survival +12; Treat Injury +10; Read/Write Basic, Speak Basic, Speak Calamari, Speak Dosh.

Feats:

Armor Proficiency (*light, medium, heavy*); Far Shot; Gunner; Martial Artist; Multi Shot; Point Blank Shot; Power Attack; Precise Shot; Rapid Shot; Stealthy; Track; Weapon Focus (*blaster carbine*); Weapon Focus (*vibro blade*); Weapon Group Proficiencies (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

Weapons: Base Attack Bonus +13/+8/+3

Blaster Pistol: +16/+11/+6 ranged attack (+17/+12/+7 if target is within 10m); 3d6 damage; Range Increment 15m

Blaster Carbine: +17/+12/+7 ranged attack (+18/+13/+8 if target is within 10m); Critical 19-20; 3d8 damage; Range Increment 30m

Vibroblade: +17/+12/+7 melee attack; 2d6+3 damage

Knife: +16/+11/+6 melee attack or +15/+11/+6 ranged attack (+17/+12/+7 if target is within 10m); 1d4+3 damage; Range Increment 4m

Frag Grenades: +16/+11/+6 ranged attack; 4d6/2d6 damage; Range Increment 8m

Equipment: Blaster carbine; blaster pistol; vibroblade; knife; 5 fragmentation grenades; 2 smoke grenades; 1 thermal detonator; 1 explosive charge; 2 medpacs; macrobinoculars; mini-glowrod (10m long beam by 0.5m wide and high) attached to barrel of blaster carbine; spec ops uniform; 500 credits.

Appearance:

Garek stands at 1.9 meters tall, weighs about 82 kilograms and is in his late twenties. He has brown hair worn in a short, military style cut and piercing green eyes. Garek often wears an earth-tone hued camouflage uniform, but changes that according to mission environment.

History: Things have changed over the past several years. Once upon a time, you served with proud distinction as an Imperial commando. The foes of the New Order were your targets. Then you and your team were ordered to perform some wetwork in a village on Ord Mantell. Actyallu, the whole village was the target. They were Rebel sympathizers. Provided material, weapons, logistical support, everything, to the blasted Alliance. Or so Colonel Antin Fessiq told you. Actually, it was a village of innocents. Old men, women, children. No connection to the Rebellion. You tried to prevent their destruction, but your teammates called you traitor and turned on you. By the Maker's luck you escaped and eventually found the Rebellion.

Rebel Command did not fully trust you at first. They first teamed you with, well, a bunch of misfits and sent you off to chase a rumor. The rumor proved all too real. And the misfits weren't all that bad. Still, they

clearly needed a leader. Your team wound up rescuing the boy known as Caeleb—called the Child of Light. It was difficult, though. And your team came through it tougher and tighter.

You saved the little boy again several months later from Thaum Rystra. This was after chasing the ex-Rebel across half the galaxy.

All this has served to bring your team closer together. You still think they need strong leadership, as does the New Republic. While you started off not trusting any of them, this little band is as close to a family as you have. The Maker help anyone who harms any of them.

Goort: The Trandoshan pilot for your group. He won't qualify for Rogue Squadron anytime soon, but Goort has definitely developed as a pilot. He can do some pretty amazing things with a freighter. Probably even makes old Solo jealous. The Trandoshan is a sight in combat. Rushes right into melee, waving that massive vibro-axe. You definitely do not want to get on his bad side. Oh yeah, he's Sha'lia's self-appointed bodyguard and takes those duties *very* seriously.

Maric Tovar: The group's resident tech-head. Maric is a marvel with computers and with droids. There doesn't seem to be anything he can't do with either. A definite boon to the group. He is quiet though. This really hasn't changed since he joined the group. But he does his job. That's what's important.

Sha'lia: An ex-slave turned Force user. Sha'lia has really changed in the time you have known her. From newbie Force user to now learning the path of the ancient Jedi, she has grown in her power with the Force.

Zhir Tolavor: The psycho Gran isn't so psycho anymore. He seemed to calm a bit after the Empire was defeated at Endor. He is more thoughtful now and actually uses some tactics in combat. Hm. This may make him even more scary than he was before.

Mina Dohri: The love of your life. Once you considered Mina a self-important airbag from a backwater world. The two of you struggled for the longest time over leadership of the group. Then you gave into feelings that everyone else proclaimed they had seen for a long time. You don't know what you would do if something ever happened to her.

Goort

(*Male Trandoshan Soldier 11th/Starship Ace 4th*)

STR 18/+4
DEX 12/+1
CON 17/+3
INT 10
WIS 12/+1
CHA 10

VP/WP: 151/17
Def: 25 (+11 class, +1 Dex, +1 natural, +2 dodge (feat))
Spd: 8m
Initiative: +1
Saves: Fort +12, Ref +8, Will +6
FP: 4 **Rep:** 4

Special Qualities:

Species: Darkvision (20m)

Starship Ace: Familiarity +2 (Goort is familiar with the *Celestial Dancer*), Starship Defense

Skills:

Astrogate +15, Computer Use +13, Intimidate +11, Pilot +24, Profession (*enforcer*) +6, Repair +3, Spot +7; Read/Write Dosh, Speak Basic, Speak Dosh.

Feats:

Armor Proficiency (*light, medium, heavy*), Cleave, Combat Expertise, Defensive Martial Arts, Great Cleave, Heroic Surge, Martial Arts, Power Attack, Skill Emphasis (*pilot*), Spacer, Starship Dodge (*transports*), Starship Operation (*transports*), Weapon Focus (*vibro-axe*), Weapon Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

Weapons: *Base Attack Bonus* +14/+9/+4

Vibro-Axe: +19/+14/+9 melee attack; 2d10+4 damage

Blaster Rifle: +15/+10/+5 ranged attack; 3d8 damage; Critical 19-20; Range increment 40m

Equipment: Vibro-axe, seldom used blaster rifle, very stained Rebel uniform, 2 medpacs, *Celestial Dancer*, 500 credits.

Appearance:

Goort is 2 meters tall and weighs just over 100 kilograms. Like all Trandoshans, he has a thick, brown scaly hide. His eyes are red with black pupils, un-nerving and intimidating when combined with a mouth full of sharp teeth. Goort is so proud of the Rebel uniform he has been given he refuses to remove it.

History: Life before the Rebel Alliance seems so lone ago. Since you met and “rescued” Sha’lia, your life has been so interesting. While the Rodian crimelord you worked for would never let you fly any of his ships, the Rebellion gave you one of your own! And taught you to fly it. You had wanted to fly fighters, but didn’t have the skills. So you learned about freighters. Wow.

Your band has been all over the galaxy, fighting for the Rebellion. It has been much better than the beatings you received from the Rodian. You saved a small human child—who Sha’lia said was very special—not once, but twice! In that time you have become a very good pilot. Not want to fly fighters anymore. The freighters are better!

Now you look for Thaum Rystra—again. Sha’lia says it is up to your band to stop him.

Garek Tolas: The human likes to take the “quiet” approach to things. Why you don’t know. But he is good at fighting, and you respect that. Why he married the loud woman you do not know.

Maric Tovar: He’s kind of a mousy man; he generally is hardly noticeable. He is good at repairing the equipment, especially droids. Maric has pretty much the same over the years. But he does help you work on the ship, and you have learned a few things from him. He generally serves as your co-pilot and navigator.

Mina Dhor: The irritating human is not as loud as she once was, but she still gets on your nerves. She has finally realized she is not as important as she once thought. This makes her much more tolerable.

Sha'lia: The one who you owe your life to. Because of Sha'lia, you joined the Rebellion and have learned to fly space ships. Something you never thought you would be allowed to do. You are still very protective of her, acting as her personal bodyguard. While you feel the others are your family, the bond you have with the little Twi'lek is so much more. You would do anything for her. And help the Maker should anyone do anything to her.

Zhir Tolavor: You no longer worry about the Gran. He has proven himself many times. While he seems more careful now, he is still a terror in combat. When fighting Imperials, he does not go for prisoners.

Celestial Dancer: **Craft:** Modified CEC YT-2000 Transport; **Class:** Transport; **Size:** Small (29 meters long); **Crew:** 2; **Passengers:** 5; **Cargo Capacity:** 75 metric tons; **Consumables:** 2 months; **Hyperdrive Multiplier:** x1; **Hyperdrive Backup:** x10; **Maximum Speed:** Ramming; **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 100; **Hull Points:** 200; **DR:** 10.

Weapon: Quad Laser Cannons (2); Fire Arc: Turret ; Attack Bonus: +7 (+1 size, +6 fire control); Damage: 5d10x2; Range Modifiers: PB +0, S +0, M/L n/a.

Maric Tovar

(Male Human Fringer 6th/Scoundrel 2nd/Force Adept 7th)

STR 12/+1
DEX 14/+2
CON 12/+1
INT 18/+4
WIS 16/+3
CHA 9/-1

VP/WP: 103/12
Def: 25 (+13 class, +2 Dex)
Spd: 10m
Initiative: +2
Saves: Fort +10, Ref +12, Will +10
FP: 10 **DSP:** 4 **Rep:** 5

Class Abilities:

Fringer: Barter; Bonus class skill (*Computer Use*); Jury-Rig +4; Survival +2; Bonus class skill (*Repair*)

Scoundrel: Illicit Barter; Lucky (1/day)

Force Adept: Force Weapon +1d8, Comprehend Speech

Skills:

Appraisal +6, Astrogate +8, Bluff +11, Computer Use +21, Knowledge: *computer systems* +11, Knowledge: *droids* +11, Knowledge: *gambling* +11, Knowledge: *streetwise* +11, Pilot +6, Profession: *computer programmer* +11, Profession: *droid programmer* +10, Repair +13, Search +11, Spot +10, Survival +4; Read/Write Basic, Speak Basic, Speak Calamari, Speak Huttese, Speak Rodian, Speak Ryl, Speak Sullustan.

Force Skills:

Affect Mind +14, Drain Energy +11, Empathy +15, Enhance Ability +14, Fear +12, Force Grip +14, Force Lightning +14; Force Stealth +14, Force Strike +12, See Force +10.

Feats:

Alertness, Dodge, Force Sensitive, Gearhead, Skill Emphasis (*Affect Mind*), Skill Emphasis (*Computer Use*), Skill Emphasis (*Force Stealth*), Skill Emphasis (*Repair*), Trick, Weapon Group Proficiency (*blaster pistols, primitive weapons, simple weapons*)

Force Feats:

Alter, Control, Mind Trick, Sense.

Weapons: *Base Attack Bonus +10/+5*

Hold-out blaster: +12/+7 ranged attack; 3d4 damage; Range Increment 4m

Heavy blaster pistol: +12/+7 ranged attack; 3d8 damage; Range Increment 8m

Knife: +11/+6 melee attack or +12/+7 ranged attack; 1d4+1 damage; Range increment 2m

Equipment: Jumpsuit; pocket computer; tool kit; hold-out blaster; heavy blaster pistol (4 extra power packs); knife; 2 medpacs; 500 credits.

Appearance:

Maric is 1.7 meters tall and weighs 65 kilograms. He appears to be in his late teens. He has tousled brown hair and clear brown eyes. His oil-stained jumpsuit is wrinkled and worn.

History: If only everyone knew what you have been through the past few years. Jerked from your business and pulled unwillingly into the Rebellion, you stayed because there was nowhere else to go. You knew you would not be able to be a part of society again until the Empire was defeated.

But while part of the Rebellion, you have served them well. Your eyes were opened to a great number of injustices that were being committed by the New Order. So, you used your skills when called upon. From slicing into Imperial systems to repair droids, you did it all.

When attached to your current group, you even expanded a bit by becoming the group's back-up/co-pilot. Not as good as Goort—but not bad. You helped rescue Caeleb—the Child of Light—not once but twice. And there is where your troubles began.

Sha'lia said you were strong in the Force, and had potential to learn its ways. But she never really offered to teach you. She told Mina the same. And never taught her, either. Meanwhile, she got better and better. Stronger and stronger. What a marvelous thing to use the Force, you imagined.

A year or so after rescuing Caeleb from Thaum on the ice planet, you began to have dreams. In these dreams, a woman—beautiful and exotic—came to you. She offered to help you harness the power of the Force. You would be able to use it in ways you never imagined. Anything could be yours. Anything. Sha'lia.

So the deal was made. Your learning began. And you learned fast. Your teacher, who never gave you her name, showed you marvelous things that the Force could do. And you went away from the group for short periods to practice what you had learned. They thought you were going on Rebel missions. And some were. But most were missions to develop your power with the Force. Sha'lia is restricted in her power because she doesn't use the power of emotion. But that is the greatest of all. Emotions add to the power of the Force.

Your teacher has told you that you will meet soon. And when you do, your deal shall be made complete. You already have great power, which has been completely hidden from your companions. Next, she has told you, Sha'lia shall be yours. What a glorious day that shall be.

Garek Tolas: An ex-Imperial commando who thinks he is the boss. What a weakling. He knows nothing of true power. Garek thinks he knows everything. Until it is time to slice a computer system. Or fix a droid. Or break an electronic lock. He knows nothing. What does Mina see in him?

Goort: Big muscle, little brain. The Trandoshan is a pretty good pilot, though. And you must always watch where he swings that big axe of his..

Mina Dhor: The other Force sensitive member of your group. Smart and beautiful. Mina is an ex-senator from an Outer Rim world whose name is unimportant. Her main fault is in not learning to use the Force. Oh, the power. Why did she have to marry Garek?

Sha'lia: Twi'lek slave turned Jedi wannabee. Sha'lia knows nothing of the power of the Force. The selfish ex-dancer kept all of her knowledge to herself. But you have learned. And so shall she. Your master has told you that Sha'lia will be yours very soon. Excellent.

Zhir Tolavor: Like the Trandoshan—big muscle, small brains. The biggest difference between the two is the Gran can't fly and has three eyes. Okay, he has that big repeating blaster, also. But what is that compared to the power of the Force? Maybe he will soon find out.

Mina Dhorì Tolas

(Female Human Noble 10th/Soldier 4th/Officer 1st)

STR 14/+2
DEX 14/+2
CON 14/+2
INT 14/+2
WIS 14/+2
CHA 18/+4

VP/WP: 110/14
Def: 23 (+11 class, +2 Dex)
Spd: 10m
Initiative: +2
Saves: Fort +10, Ref +9, Will +14
FP: 8 **Rep:** 8

Class Abilities:

Noble: Bonus Class Skill (*move silently*); Favor +3; Inspire Confidence (3); Coordinate +2; Resource Access

Officer: Leadership

Skills:

Appraise +5, Bluff +12, Computer Use +6, Diplomacy +22, Gather Information +8, Intimidate +15, Knowledge (*alien species*) +10, Knowledge (*bureaucracy*) +9, Knowledge (*cultures*) +12, Move Silently +12, Profession (*diplomat*) +12, Sense Motive +15, Treat Injury +12; Read/Write Basic, Read/Write Ithorese, Read/Write Shyriiwook, Speak Basic, Speak Bothan, Speak Huttese, Speak Ithorese, Speak Ryl, Speak Shyriiwook, Speak Sullustan.

Force Skills:

Empathy +12, Enhance Ability +12.

Feats:

Armor Proficiency (*light, medium, heavy*), Dodge, Force Sensitive, Headstrong, Heroic Surge (4/day), Iron Will, Persuasive, Precise Shot, Point Blank Shot, Quick Draw, Skill Emphasis (*Diplomacy*), Skill Emphasis (*Sense Motive*), Weapon Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

Weapons: Base Attack Bonus +11/+6/+1

Blaster pistol: +13/+8/+3 ranged attack; 3d4 damage; Range Increment 10m

Blaster carbine: +13/+8/+3 ranged attack; 3d8 damage; Crit 19-20; Range Increment 20m

Vibro dagger: +13/+8/+3 melee attack; 2d4+2 damage

Equipment: Stylish—yet functional - clothing, blaster pistol, blaster carbine, vibro dagger, 2 medpacs, 1000 credits

Appearance:

Mina is in her late twenties. She stands at 1.5 meters and weighs 51 kilograms. Mina has straight auburn hair (often worn in a single braid) that falls to mid-back and ice-blue eyes. She wears clothing that denotes her to be someone of importance, but is functional for field work.

History: The past few years have been something else. Going from young senator from Korvair to Rebel. Who would have thought it? But the terror of the Empire demanded a response. Especially once Palpatine declared himself Emperor and disbanded the Senate.

Your world was occupied by Imperial forces. The agriculture produced there used to feed the Imperial war machine. Your people “re-educated” to the doctrine of the New Order. No. The Rebellion was the only answer to this. You joined and helped them secure secret shipments of foodstuffs and other vital supplies.

Then you longed for more. And were placed in a unit with, well, misfits. No one seemed to have a clue about anything except they were part of the Rebel Alliance. And some may not have known what that was! But you all worked well together. When they listened to you, anyway.

Your first mission together was to investigate a rumor concerning a young boy named Caeleb. You got into some deep trouble on that mission and it has been a tumultuous journey ever since. Several months later, you had to rescue him again from someone who helped you get him to safety the first time.

Your little band has really grown close over the years, though. No longer misfits, you feel very at home with them around. They are all more than friends—especially Garek.

Garek Tolas: Your husband and the true love of your life. Occasionally, he still thinks he is the boss of the band. Silly man. But he is learning. There may be hope for him yet.

Goort: Dear, dear Goort. You never could imagine you would have been so wrong about someone. Not only is he a wonderful bodyguard for Sha'lia, but he has turned out to be quite the pilot. Thank the stars the Starfighter Corps did not take him.

Maric Tovar: Still the same. Maric has remained the same ever since the beginning. His skills with computers and droids have certainly grown. But he is still the quite, unassuming man he was from the start.

Sha'lia: Sha'lia has a serene aura about her now. She is very comfortable with her place in the galaxy. She has finally managed to begin learning the ways of the Jedi. Sha'lia does not pester you anymore about learning the ways of the Force. You have chosen your path, and she, hers.

Zhir Tolavor: You were as nervous of the Gran at first as you were of Goort. But Maric has changed over time. A lot. His homicidal rages in battle have dwindled away. No longer does he blindly rush into combat, looking to burn down anything in his sights. He is much calmer these days. Well, unless some Imperials are around.

Sha'lia

(Female Twi'lek Fringer 1st/Force Adept 12th/Jedi Guardian 2nd)

STR 12/+1
DEX 14/+2
CON 12/+1
INT 14/+2
WIS 14/+2
CHA 16/+3

VP/WP: 103/12
Def: 26 (+14 class, +2 Dex)
Spd: 10m
Initiative: +2 (Dex)
Saves: Fort +14, Ref +12, Will +12
FP: 8 **Rep:** 6

Special Qualities:

Twi'lek: Low-light vision, Bonus Language: Lekku (head-tail language)

Fringer: Bonus Class Skill (Entertain (dancing))

Force Adept: Force Weapon (+1d8), Comprehend Speech, Force Talisman (+2), Force Secret

Jedi Guardian: Deflect (defense +1)

Skills:

Entertain (*dancing*) +8, Hide +5, Jump +12, Listen +5, Profession (*dancer*) +6, Search +5, Sense Motive +10, Spot +6, Survival +5, Treat Injury +7, Tumble +7; Read/Write Basic, Read/Write Ryl, Speak Basic, Speak Dosh, Speak Ryl.

Force Skills:

Battlemind +10, Empathy +10, Enhance Ability +14, Enhance Senses +10, Farseeing +12, Heal Another +17, Heal Self +14, Move Objects +14, See Force +12.

Feats:

Alertness, Exotic Weapon Proficiency (*lightsaber*), Force Sensitive, Great Fortitude, Skill Emphasis (*Entertain (dancing)*), Skill Emphasis (*Heal Another*), Weapon Finesse (*lightsaber*), Weapon Group Proficiency (*blaster pistols, primitive weapons, simple weapons*).

Force Feats:

Alter, Attuned, Aware, Burst of Speed, Compassion, Control, Dissipate Energy, Lightsaber Defense, Sense.

Weapons: *Base Attack Bonus* +11/+6/+1

Lightsaber (silver blade): +13/+8/+3 melee attack; 2d8+1 damage; Critical 19-20

Knife: +12/+7/+2 melee attack or +13/+8/+3 ranged attack; 1d4+1 damage; Range increment 2m

Equipment: Lightsaber, robes, knife, Force talisman (+2 Force bonus on saves vs. Force skills and feats), 2 medpacs, 500 credits.

Appearance:

Sha'lia stands at 1.8 meters in height and weighs 54 kilograms. She has olive green hued skin and black-iris eyes. Sha'lia moves with the definite grace that only years of dancing can develop. She prefers to dress in earth-tone robes similar to ones worn by Jedi in old bootleg holos, with her lightsaber worn around her waist.

History: Life before the Rebellion seems such a distant memory now. You hardly remember the years of slavery at the hands of Toleen Bisma, a Rodian crimelord. Your escape from him, with Goort at your side, proved to be such a life-altering event. Instead of hiding in a dark, isolated corner, you found your way to an elder human. Jhor-Kai began teaching you in the ways of the Force. Though he claimed to be a Jedi, now you are not sure. But he did save your life and keep the Imperials from taking you (and Goort).

Following Jhor-Kai's instructions you found the Rebellion and joined their struggle against the Empire. You were grouped with your current companions and sent out on missions together. The one to locate the Child of Light proved to be the most monumental of your life.

Now, over three years later, your little band is your family. There is nothing you wouldn't do for your companions. And you can't imagine life without them. Your strength in the Force has grown tremendously, and you have begun to learn the path of a Jedi.

Garek Tolas: Garek has undergone a complete metamorphosis in the time the group has been together. Once an Imperial commando, Garek has been the tactical mind of the group. He is very cool under fire. Were Mina not present, he would probably be the undisputed leader. However, his wife does not share those feelings.

Maric Tovar: Maric has changed the least of all the group. He is still the shy, reserved tech-head you first met. Just much better at it. Maric has some strength in the Force, but seems very uncomfortable when you bring it up to him.

Mina Tolas: The little senator has changed quite a bit. Once the arrogant, bossy self-appointed leader of the band, she has calmed a lot. She and Garek finally admitted their feelings to one another and did what everyone knew would happen—got married. Unfortunately, marriage has also refined her temper (mostly to Garek's dismay). You still try to talk her into learning the ways of the Force, but she does not seem interested.

Goort: Your oldest and dearest friend. The Trandoshan still sees himself as your protector—and he is quite formidable when enraged. Goort has managed to—against the odds—develop into an excellent pilot.

Zhir Tolavor: The Gran has begun to mellow somewhat as time has passed. His homicidal tendencies seemed to lessen once the Empire was defeated at Endor. While still focused on defeating the last remnants of the Empire, he does not go blindly charging into battle and seems more at peace with himself.

Zhir Tolavor

(Male Gran Scoundrel 6th/Soldier 9th)

STR 16/+3
DEX 18/+4
CON 15/+2
INT 14/+2
WIS 12/+1
CHA 12/+1

VP/WP: 128/15
Def: 25 (+11 class, +4 Dex)
Spd: 10m
Initiative: +4
Saves: Fort +10, Ref +12, Will +6
FP: 5 **DSP:** 2 **Rep:** 2

Species Traits:

Darkvision (20m); +2 Spot bonus

Class Abilities:

Scoundrel: Illicit Barter, Lucky (2/day); Precise Attack +1; Skill Emphasis (*bluff*)

Skills:

Appraisal +5, Bluff +15, Climb +5, Computer Use +8, Demolitions +13, Escape Artist +10, Hide +14, Intimidate +14, Jump +10, Knowledge (*streetwise—Nar Shadda*) +9, Move Silently +14, Profession (*merchant*) +8, Profession (*outlaw*) +11, Repair +11, Spot +11, Treat Injury +13, Tumble +14; Read/Write Gran, Speak Basic, Speak Gran, Speak Huttese.

Feats:

Ambidexterity, Armor Proficiency (*light, medium, heavy*), Far Shot, Gunnery, Heroic Surge (4/day), Martial Artist, Multi Shot, Quick-Draw, Point Blank Shot, Precise Shot, Rapid Shot, Two-Weapon Fighting, Weapon Focus (*heavy blaster pistol*), Weapon Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

Weapons: Base Attack Bonus +13/+8/+3

Heavy blaster pistols (2): +18/+13/+8 ranged attack (+14/+14/+9/+4 if one used in each hand with Ambidexterity and Two-Weapon Fighting feats); 3d8 damage; Range Increment 12m

Light Repeating Blaster: +17/+12/+7 ranged attack (+15/+15/+15/+10/+5 if multifire option used with rapid shot and multi shot; +13/+13/+13/+13/+8/+3 if autofire option used with rapid shot and multi shot); 3d8 damage; Critical 19-20; Range Increment 60m

Frag Grenades: +17/+12/+7 ranged attack; 4d6/2d6 damage; Range Increment 4m

Equipment: Two heavy blaster pistols (2 extra power packs); light repeating blaster (4 extra power packs); 5 fragmentation grenades; 1 thermal detonator; 1 explosive charge; combat fatigues; 2 medpacs; 500 credits.

Appearance:

Zhir is 1.7 meters tall and weighs 75 kilograms. His face is somewhat bovine in appearance, except he has three opal colored eyes (on short stalks). Zhir wears a heavy blaster pistol on each thigh. His age is hard to determine, but he has seen a hard life. Wrinkles and scars cover his face and hands.

History: Much has changed in your life since your mate and offspring died on Alderaan. You joined the Rebellion to die while killing as many Imperials as possible. Your goal was to see all Imperials die. Life was simple. One single goal.

Then you were teamed with your current friends. Friends. Something you never believed you would have again. You began to reconsider your death wish. As you stayed with these beings longer and longer, you grew to like—and care—about them. And thus, you have proclaimed them your new family. They do not know this, of course. It may be viewed as a weakness, and they must not think you are weak. But you would do anything for them.

Somewhere, you know your mate is happy. One day, you will see her again. But first, there are still Imperials left to kill.

Garek Tolas: A former Imperial. Garek has proven himself time and time again. He is not the bully that first journeyed with you. He has grown. The Imperial influence is all but gone. He and Mina seem to have found true feelings for each other. It makes you think of you and your mate. Maybe their life together will be better.

Maric Tovar: Maric is still quiet. He hasn't changed that much over the years. He still tinkers with computers and droids. (Droids still make you nervous.) But he has proven himself.

Mina Dhor: Mina does not talk as much anymore. Except when Garek messes up. Which is often if you believe her. Ah, to be in love again. As time has passed, Mina has developed into a fine warrior and officer.

Goort: Your Trandoshan friend. Goort is a great pilot. Your group is very fortunate the Rebels didn't want him flying for others. He is quite good at it now. And he swings a mean vibro-axe in battle.

Sha'lia: Sha'lia has grown the most of anyone in the group. Once she was a slave dancer. Now she is training to become a Jedi Knight. Her abilities with the Force are impressive indeed.